Elizabeth Gray

3D Modeler. Environment Designer. Graphic Designer.

Gainesville, Florida
Elizabethagray1@gmail.com
Elizabethagray.com

Program Skills

Unity
Zbrush
3D Coat
Procreate
Sketchfab
Unreal Engine 4
Marmoset Toolbag
Maya 2018, 2013, LT
Adobe -
  InDesign
  Illustrator
  Lightroom
  Premiere Pro
  Photoshop
  After Effects

Achievements

Digital Worlds Hackathon
  Won Best Gameplay
MIT Hackaton
  Accepted to Attend
Deans List
  A 6 Year Recipient
Theodore & Vivian Johnson
  Scholarship Recipient
Bright Futures
  Scholarship Recipient

Soft Skills

Dedicated
Innovative
Empathetic
Adaptable
Collaborative
Hardworking
Troubleshooting
Results-Oriented
Logical Thinking
Critical Thinking

Education

Bachelor of Arts in Digital Arts and Sciences   2016-2019
University of Florida | Digital Worlds Institute   GPA 3.89

A.A. Graphic Design   2012-2016
A.S. Graphic Design   GPA 4.0
Santa Fe College | Graphic Design Technology

Experience

Contracted Graphic Designer   November - Current 2020
AdGals
- Create various branding content for clients of AdGals.
- Run and manage Google My Business for Alden Beachfront Resort.

Contracted 3D Artist   May - September 2019
Chromatic Games
- Created 3D environment art for "Dungeon Defenders: Awakened."
- Utilized Maya, Zbrush, Marmoset, 3D Coat, Photoshop, and Unreal Engine.
- Worked to create environment art that fit the branding guidelines of the video game to harmonize with the other assets being created.

3D Modeler and Environment Designer   February - March 2019
BehaviorMe
- Taught clients about industry standards to streamline production.
- Explained Oculus Go's production pipeline to non-technicals.
- Worked to optimize for the 100,000 polygon limit of the Oculus Go, while needing to create an environment that felt life like.
- Utilized Maya, Unity, and Adobe Premiere to create an immersive environment that ran smoothly in the Oculus Go that met and exceeded the client's expectations.

Student Ambassador   January 2017- April 2019
Digital Worlds Institute
- Communicated with prospective Digital Worlds students.
- Helped prospective students understand how to improve their portfolio.
- Gave tours of Digital Worlds Institute to groups of eight or more people.
- Conducted follow up emails with the prospective students.
- Conducted interviews to hire new ambassadors.
- Assisted with events that hosted visiting professionals.

Graphic Designer and Teacher   June - July 2018
Hippodrome State Theater
- Taught ages seven through seventeen the fundamentals of graphic design.
- Created two posters, two play bills, and props for the plays that were produced within a two week time span.
- Assisted with running the Summer SPEC Camp.

Social Media Intern   June - August 2017
UF Social Media Team
- Created a 2D animation of Alma Mater.
- Utilized storyboarding, Adobe After Effects, and Illustrator.
- Worked with branding guidelines and participated in collaboration meetings.