

# Ashley Lupariello

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## Skills

- 3D Modeling/UVing
- Texturing
- Rigging
- Animation
- Lighting
- Rendering
- Compositing
- Python/MEL Scripting
- PC/Mac/Linux OS
- Puns

## Software

- Autodesk Maya
- ZBrush
- Pixar Renderman
- Substance Designer
- Substance Painter
- Nuke
- Adobe After Effects
- Adobe Illustrator
- Adobe Premiere
- Adobe Photoshop

## Education

### Character Animation- BFA Mass Communications- Minor

University of Central Florida  
The Burnett Honors College  
Aug. 2016 - April 30, 2020  
GPA: 3.935

## Awards

- National Merit Scholar
- President's Honor  
Roll/Dean's List Every  
Semester

## Experience

### Delivery (Short Film): March 2019 – Present Technical Lead, Modeling Lead, Production Manager

- Lead technical efforts such as rigging and scripting
- Model 1 of 2 characters using Maya to match model sheets
- Model environment models using Maya, Zbrush
- Create procedural texture effect for character
- Prepare 3D files for rendering, including surfacing & lighting
- Solve problems and find solutions to technical challenges
- Create scripts in Python and MEL to optimize workflow

### Limbitless Solutions: May 2019 – December 2019 Game Design Scholar

- Model new creative sleeve designs in Maya, Zbrush
- Work with engineering team on quality control of designs
- Modify existing models to fit clients/prepare for 3D printing
- Handle confidential assets from partner companies such as Riot Games and 343 Industries to create new designs
- Create assets in Photoshop and Illustrator for video game implementation

### DBS Publishing: May 2018 – December 2018 Graphic Design Intern

- Designed 90+ book covers and movie ads in Photoshop
- Worked with WordPress daily updating digitalbookspot.com and robinreads.com
- Managed Fiverr account daily for handling promotional orders/communicating with customers
- Updated spreadsheets with latest order information

### Fleet Farming January 2018 – May 2018 Media/Marketing Intern

- Collaborated with Media/Marketing team to produce digital video content aligning with social media campaigns
- Managed/exported footage/photos of various digital media formats and compression
- Compiled/edited footage into 8+ videos in Adobe Premiere
- Created animations and transitions in Adobe After Effects