

# elaine proux

3 D a n i m a t o r

## CONTACT

elaine3danimations@gmail.com

elaineanimations.com

Tel: 424 452 7108

Los Angeles, CA

## ABOUT ME

Los Angeles - based 3D animator with a background in 2D animation. I love the magic of animation, of bringing life into something once rigid. It is a treat to incorporate that magic into each story that comes my way.

## SOFTWARE

MAYA

SUBSTANCE PAINTER

GAEA

ZBRUSH

SPEEDTREE

UNREAL ENGINE 4 & 5

NUKE

PF TRACK

ADOBE SUITE

PHOTOSHOP

ILLUSTRATOR

INDESIGN

AFTER EFFECTS

PREMIERE PRO

SKETCH

TVPAINT PRO

## LANGUAGES

SPANISH (NATIVE)

ENGLISH

## PROFESSIONAL EXPERIENCE

### GRAPHIC DESIGNER/ANIMATOR

ELON BOOKS, BEVERLY HILLS, CA, NOVEMBER 2019 - JULY 2022

- Developed Facebook Ads such as banners and animated videos utilizing the Adobe Suite.
- Edited and created Page Layouts for the "What Should Danny Do?" and "What Should Darla do?" Book series.

### LEAD GRAPHIC DESIGNER/ANIMATOR

DOMINIEREN CORP, WEST HOLLYWOOD, CA, JULY 2018 – AUG. 2019

- Managed a small team of interns to design advertisement campaigns and social media posts.
- Illustrated icons in Sketch to be implemented in a mobile app.

### FREELANCE 2D ANIMATOR

JIM KEESHEN PRODUCTIONS, LOS ANGELES, CA, JUNE 2017 – NOV. 2018

- Drew animated scenes in TvPaint based on provided storyboards.
- Colored 2D animated scenes within TvPaint based on provided color pallet and concept art.

## SUMMARY OF SKILLS

### ANIMATION

- Knowledge of creating 2D animations with in digital software such as TV Paint and Adobe After Effects.
- Ability to animate lively 3D characters with different personalities using Maya.
- Adaptable on understanding and implementing new art styles.

### 3D GENERALIST

- Crafted 3D models in Maya and textured models in Substance Painter.
- Ability to build 3D models and environments based from concept art.
- Experience of lighting 3D environments in Maya using Vray.

### COLLABORATION & COMMUNICATION

- Strive to achieve clear communication with colleagues and clients.
- Adaptable in both independent and team work environments.
- Experience with multiple project management tools that encourages team collaboration to deliver projects on time.

## EDUCATION

### BACHELORS OF FINE ARTS, IN DIGITAL PRODUCTION

GRADUATED; GNOMON, LOS ANGELES, CA, 2020-2023

### ASSOCIATE DEGREES IN ANIMATION AND LIBERAL ARTS/HUMANITIES

GRADUATED; SANTA MONICA COLLEGE, SANTA MONICA, CA, 2015 – 2018

REFERENCES AVAILABLE UPON REQUEST