

GABRIELLE BERMAN

Animator | Designer

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EXPERIENCE

- Benchmark Games International, Graphic Design Artist**
December 2024 - June 2025
 - Designed vibrant, engaging artwork for arcade cabinets using licensed assets
 - Prepared print-ready production files for physical application
 - Collaborated with the production team to bring digital designs to life
- Swampcon, Design Coordinator**
August 2023 - March 2024
 - Led creative process and developed innovative on-theme concepts
 - Ensured cohesion within all promotional material
 - Developed convention mascot design
- Allay Health and Wellness, Graphic Designer**
June 2023 - Present
 - Produced newsletters, flyers, and website layouts
 - Spearheaded visual identity for digital marketing
 - Coordinated Owner/Designer relationships
- Online Commissions, Character Designer, Graphic Designer**
September 2019 - Present
 - Curated commissioners through various social medias
 - Communicated with commissioners to produce art of their liking
 - Maintained social medias

PROJECTS

- Roadkilled, Director, Animator**
January 2024 - April 2024
 - Developed over the course of 16 weeks as Senior Project
 - 2-minute 3D animated short film
 - Responsible for all aspects of animation pipeline
- 11 Second Club, Visual Development, Storyboards, Animation**
November 2023/March 2022
 - Produced concept, storyboarded, and animated over course of 1 month
 - Polished animation with complex dialogue
 - Placed within top 10% of applicants
- Imogen Heap Music Video, Visual Development, Storyboards, Animation**
August 2023 - Present
 - Conceptualized visuals that followed artist's music
 - Prepared storyboards and animatics that aligned with concept
 - Animated and cleaned several complex shots
- "Vermin Venture" Video Game, Visual Development, Animation**
August 2022 - December 2022
 - Produced indie game with partner over the course of a semester
 - Designed all assets, backgrounds, sprites, branding
 - Animated sprite run, jump, swing, attack cycles

ACHIEVEMENTS

- Outstanding Achievement in Animation**
April 2024 | University of Florida Digital Worlds Institute
 - Granted to one UF Digital Worlds student out of entirety of senior class
 - Awarded to student displaying proficiency in animation and production planning

EDUCATION

University of Florida
Aug 2020 - Aug 2024 | Gainesville, FL
BA., Digital Arts and Sciences
- 3.84 GPA

Kyoto University
June 2024 - Aug 2024 | Kyoto, Japan
Cross Cultural Design and Engineering

Animschool
January 2025 - Present | Online
3D Character Animation

TECHNICAL SKILLS

Software	Design
Autodesk Maya	Design Strategy
ToonBoom Harmony	Design Research
Storyboard Pro	User Interface
Photoshop	Storytelling
Illustrator	Illustration
After Effects	Web Design
Premiere	Video Editing
Microsoft Word	Storyboarding
PowerPoint	
Excel	

RELEVANT COURSEWORK

3D Character Animation
3D Animation Techniques
2D Animation Techniques
Advanced 2D Animation
Digital Portfolio
Storyboarding
Design and Production Studio 1 & 2
Project Methodologies
Motion Design