

GRANT CERULO

(508) 596-9607 | 508-861-0304 fax | 286 Stanhope St. Apt 3A, Brooklyn, NY, 11237 | grant@cerulo.com

OBJECTIVE Employment in TV, Film or Videogame industry as 3D animator/Motion editor

EDUCATION University of Massachusetts Amherst, B.F.A., Computer Animation, May 2008
Chancellor's Talent Award for Art, 4-year full tuition scholarship

Hampshire College, Dept. of Cognitive Science; Computer Animation III 2007

Lesley College Art Institute of Boston; Traditional Animation program, 2003

EXPERIENCE September 2008 – present

Freelance Animation Artist: New York, NY

Responsibilities: Perform 3D modeling, animation, and rendering for a variety of brand advertisements. As part of the creative team, duties range from concept development through final product, and sometimes require participation in film shoots and production meetings. Varying additional tasks include motion graphics in After Effects, roto, animation, keying, and compositing.

Notable Studios: MTV Networks (Viacom 30th floor), Eyeball NYC, We Are Plus

Notable Clients: Food Network, PBS, MTV, SoftSoap, KidzBop, Target, Shoe Carnival
Internship

Motion Graphics Internship, *The Onion*, NYC

Responsibilities: Performed After Effects compositing and animation for 'The Onion News Network' web video content, including HUD/GUI interfaces.

Created 3D set extensions by modeling and texturing in Cinema 4D, and compositing HD footage tracked in SynthEyes.

Summer 2008, 2009, 2010

Lead Instructor: Digital Media Academy

George Washington University, Massachusetts Institute of Technology

Responsibilities: 3D Character Modeling with Maya; 3D Game Design II using the Unreal Tournament 3 Engine and Editor. Teach courses geared toward use in next generation games.

2007 – 2008

Texture Artist: "Tower 37," Short Film

Responsibilities: map UV data and digitally texture models for the film.

Maintained a fast-paced workflow, interacting with a team of 16 artists.

Film was selected as a SIGGRAPH 2009 Student Prize Nominee.

2005-08

Game Creator: "Brink of Alienation" browser-based series of 6 award-winning web video games.

Responsibilities: Produced, designed and programmed flash games, including concept art, level maps and story boards. Directed a team of 8 artists.

SKILLS **Maya:** Modeling, rigging, animation, texturing/lighting, rendering, particles/instancing

After Effects: Compositing, roto/painting, keying, color correction, motion graphics, animation, Particular, Form, 3D stroke

• Illustration, rapid ideation/story board sketching, technical plan drawing

• Clear understanding of form, proportion, and composition

Additional software proficiency: Photoshop, Illustrator, Cinema 4D, Zbrush, Final Cut PRO, Flash (Including Action Script 2.0)

PORTFOLIO www.cerulo.com | References are available upon request.