

Nicole Morciniec

3D Animator, Modeler and Concept Artist

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Work Experience

Rooster Teeth; Austin, TX

September 2018 - February 2019

--> character animation on RWBY Season 6 and some gen:Lock

VaynerMedia; New York, NY

June 2018 - July 2018

--> character animation for Birds Eye ad

Aardman Nathan Love; New York, NY

April 2017 - May 2018

--> character animation for various ads including Froot Loops Wildberries, Nickelodeon Winer Refresh, Crayola Walmart, and Nix

NiceShoes; New York, NY

May 2017

--> character concept and design, drew out key poses for final 2D animation

BioDigital; New York, NY

March 2017

--> modeling and texturing cross sections and symptoms of various organs, including stomach, uterus, lungs, and pancreas

NovoReality; Brooklyn, NY

July 2016 - September 2016

--> pre viz and layout, some character design; R&D texturing for Unreal Engine

Awards and Acheivements

-Graduated with highest honors and Rhodes Award from School of Visual Arts

-Thesis film 'True Colors' awarded Outstanding Acheivement Award

-True Colors Awards:

-Top finalist in Cannes Film Festival's American Pavilion Sudent Film Competition 2017, 59th Cine Gold Eagle Student Animation, and Nagoya International Film Competition, Japan, 2016

-Best International Animation Short Film of 2017 in Mini Córtext Competition of the Córtext Film Festival, Portugal

-Best in Show and Winner of Senior Division of Animation in 2016 Boise Student International Video Festival, USA

-accepted to Cannes Film Festival Short Film Corner 2017

Skills / Software

3D Animation

Modeling

Texturing / UV

Storyboarding

Concept Art and Design

Maya // Arnold

ZBrush / Mudbox

Substance Painter / Designer

Photoshop / Illustrator

After Effects / Premiere

Education

School of Visual Arts
New York, New York

September 2012 - May 2016