

Jaymes Gabrielli

3D Generalist - Graphic Designer

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Objective

To continue to improve and contribute to the growing field of interactive media by delivering impactful, purpose-driven content. For me, being part of a team environment working towards a unified goal is where I thrive. I love challenges, people, and the opportunity to strive for more.

Programs & Proficiencies

All programs are proficient or expert levels of familiarization.

Adobe Creative Suite
Photoshop
Illustrator
InDesign
After Effects
Premiere Pro

Maya
3DS Max
Unreal Engine 4 & 5
Unity
Blender
ZBrush

Substance Painter
Substance Designer
C++
HTML
CSS
JavaScript

Education

Five Towns College - Bachelors in Interactive Computer Graphics

Cum Laude Honors 3.7 GPA with Focus on Design for Inclusion

Nassau Community College - Associates in Commercial Art

with Honors & Certificate in Web Design

Capella University - Masters in Clinical Mental Health Counseling

2022-2025 - Currently enrolled with a 3.5 GPA

Work Experience

October 2022 to
Currently

Whitelight Photo & Video - Lead Graphic Designer *Designer, 3D Mockups for Installations and Print Graphics*

- Developed several hundreds of graphic designs, style guides, and print setups for pop-up photo booths, weddings, sculptural designs, fabrications, and art installations.
- Responsible for directing fabrication team on build specification, including print setup
- Spearheaded the 3D mock up pipeline within the company, lead 3D and 2D artist.
- Created all existing virtual reality and augmented reality mock ups for client presentations.

December 2021 to
January 2023

Lead 3D Teacher - Vivid Imagination Inc & NY DOE *Teacher, Facilitator, Motion Graphics Designer*

- Head in-person educator teaching Blender and 3D concepts to elementary, highschool and middle school students
- Creation and modification of lesson planning, including research into effective teaching techniques and principles of a modern classroom.
- Responsible for creating additional motion graphics content for promotional purposes

Jan 2022 to
Apr 2023

3D Generalist - MarketScale *B2B Marketing for Products, Displays and Interactive Experiences*

- Developed high-fidelity 3D assets, environments, and animations for use in business-to-business marketing and social media.
- Created 3D meshes using high/low poly methods, unwrapped meshes for texturing, and baked normal maps for real-time rendering environments.
- Specialized in Hard-surface modeling, Architectural Rendering/Modeling, Photorealistic Texturing and Rendering, Physically Based Rendering, and Texturing/Unwrapping.

February 2021 to
August 2021

American Heart Association - Graphic Designer & Motion Art *Eat Healthy Long Island Campaign & Lead Artist*

- Created and animated characters, text, and motion graphics elements as part of a team.
- Developed a series of video graphics for a healthy eating campaign social media, television, and web formats.
- Worked with marketing teams to ensure consistency with style guides and previous promotional materials.