

Jaymes Gabrielli

Art Director, 3D Generalist
Motion Graphics, Graphic Design

967 Newbridge Road
N. Bellmore, NY 11710
(516) 508-6230
jaymesagabrielli.com

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

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

Work Experience

January 2022 to
Currently

MarketScale - 3D Generalist & Animator

B2B Marketing for Products, Displays and Interactive Experiences

- Developed countless environments, assets, and animations for products and displays
- Built story boards and created animatics and fly throughs for various product mockups
- Specialized in photo-realistic rendering for real-time graphics and augmented reality
- Rendered countless real-time and rendered scenes on a strict timeline

December 2021 to
Currently

Lead 3D Teacher - Vivid Imagination Inc & NY DOE

Teacher, Facilitator, Motion Graphics Designer

- Lead in-person educator teaching Blender and 3D concepts to elementary 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

September 2018 to
January 2022

Five Towns College - Art Director & Motion Graphics

Various College Campaigns and Open House Demos

- Developed interactive immersive virtual environments for open house events, shot and directed several film shoots including a commercial
- Used After Effects, Photoshop and Illustrator to create motion graphics packages & animations for social media and television formats
- Created several virtual mockups in Maya and Unreal Engine for films, storyboarding, and architectural mockups for redesigning existing space

February 2021 to
August 2021

American Heart Association - Art Director & Motion Graphics

Eat Healthy Long Island Campaign & Lead Artist

- Created and animated characters, text, and motion graphics elements
- Developed a healthy eating campaign by creating several animated videos for social media and television format
- Worked with marketing teams to ensure consistency with style guides and previous promotional materials

April 2019 to
July 2019

Henry Schein - 3D Generalist & Interactive Designer

Interactive Experiences and Web Content Developer

- Developed an immersive experience demonstrating virtual product mockups
- Developed optimized 3D models for augmented reality and web integration
- Lead the creation pipeline for converting real objects into 3D objects using various scanning tools and observation techniques