

Jaymes Gabrielli

Art Director, 3D Generalist
Motion Graphics, Graphic Design

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Objective

To continue to improve and contribute to the growing field of media by delivering impactful, purpose-driven content. I value being part of a team environment working towards a unified goal, and work well under pressure with time constraints.

Programs & Proficiencies

Adobe Creative Suite
Photoshop
Illustrator
InDesign
After Effects
Premiere Pro

Autodesk Suite
Maya
3DS Max
Unreal Engine 4 & 5
Unity
Blender

ZBrush
Substance Painter
Substance Designer
Substance Sampler
Blueprint
C++

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

American Heart Association - Art Director & Motion Graphics

Eat Healthy Long Island Campaign & Social Media Content

- 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

Henry Schein - 3D Generalist & Designer

Room Builder Configurator

- Developed a Virtual Reality prototype with the Unreal Engine for a product showcase
- Developed preliminary assets for their website product configurator, including branding
- Problem solved technical issues and assisted the senior artist with 3D modelling

Five Towns College - Art Director & Motion Graphics

My College Is... Campaign & Social Media Content

- Developed lighting diagrams and virtual environments for social media, shot and directed several shoots including a commercial
- Used After Effects, Photoshop and Illustrator to create motion graphics packages & animations for social media and television formats
- Edited videos, built story boards, and used filming equipment to direct content across multiple platforms

MarketScale - 3D Generalist & Animator

B2B Marketing for Products, Displays and Services

- Developed countless environments and animations for products and displays
- Built story boards for animatics and fly throughs
- Developed static graphics for branding, logos, page designs and user interfaces
- Rendered countless real-time and rendered scenes on a strict timeline

Lead Artist & Designer for - NY Neurofeedback and Employee Care

Rebranding, Web Campaign and Creation

- Used Premiere Pro and After Effects to build video content and motion graphics
- Built Websites, provided support for updates and additional content over several years