



Profile

Hi! My name is Gabi and I am a visual development artist, storyboard artist, and animation generalist. I am passionate about all aspects of animation and themed entertainment and hope to contribute to opportunities that allow myself to further my personal mission of creating fun content with a message of positivity. I hope to one day gain entry to experiences that will allow me to combine my artistic and management skills as an aspiring art director.

Work Experience

Animation Generalist

Studio Jawwinker (Contract) August 2024 - Present
Charleston, South Carolina

- Develop story concepts through storyboarding
- Create 3D layouts for scenes and camera movements
- Produce high-quality animations and 3D Layouts
- Ensure efficiency in rendering from both Maya and Blender

Awarded to Studio: Excellence in Communication Award
Issued by Association of State and Territorial Dental Directors

Art Intern

Studio Jawwinker June 2024 - August 2024
Charleston, South Carolina

- Designed original characters for an animated short
- Assisted with story development and writing
- Illustrated turnarounds for 3D character reference
- Developed storyboards referencing the script
- Collaborated with the animation team on project concepts

Art Teacher

Lowcountry Preparatory School July 2021 - August 2023
Pawleys Island, South Carolina

- Instructed students in various art forms for grades K-8
- Fostered creativity and artistic expression
- Encouraged exploration of artistic interests
- Maintained a positive and inclusive classroom atmosphere
- Promoted creativity, self-expression, and art appreciation

Development Operations Assistant

Worcester Art Museum May 2019 - June 2021
Worcester, Massachusetts

- Processed gifts on BlackBaud Altru software
- Created acknowledgment letters
- Managed and maintained constituent database
- Assisted with fundraising activities
- Graphic designed for the development office

Membership Management Intern

Worcester Art Museum January 2019 - May 2019
Worcester, Massachusetts

- Worked museum events at the Membership desk
- Organized, approved, and documented donation requests
- Sent confirmation letters to petitioners
- Contributed and implemented fundraising event ideas

QSFB Cast Member (Disney College Program)

Walt Disney World Resort August 2018 - January 2019
Orlando, Florida

- Disney World Resort paid internship at the Epcot Food & Wine Festival and Disney's Beach Club Resort's Marketplace
- Prepared and served food and drinks
- Utilized teamwork with fellow cast members
- Prioritized positive guest interactions and experiences
- Demonstrated strong interpersonal skills

Portfolio Website

gabrielledeloart.com


Contact Information

Phone: 918-939-8750

Email: gdeloart@gmail.com

Social Media

 [instagram.com/gabiwnomagic/](https://www.instagram.com/gabiwnomagic/)

 [linkedin.com/in/gabrielle-delo](https://www.linkedin.com/in/gabrielle-delo)

Education

Clemson University

M.F.A. in Digital Production Arts
2023-2026 (anticipated)

Assumption University

B.A. in Studio Art
2016-2019

Volunteering

ACM SIGGRAPH 2025

Student Volunteer **Team Leader**
Vancouver, Canada

ACM SIGGRAPH 2024

Student Volunteer
Denver, Colorado

Academic Production Experience

Iguana Peace

Assistant Director, Compositor, 3D Animator, Surfacing Artist
Spring 2025

Breaking Bag

Storyboard Artist, Character Designer, Lighting Director
Fall 2024

Jurassic Joyride

2D Background Artist
Fall 2023

Kate Shelley and the Bridge of Darkness

Storyboard Artist, Character Designer, Co-writer, 3D Animator
Fall 2023-Ongoing

Skills

Proficient Software

- Adobe (Photoshop, Illustrator, InDesign, Substance Painter, Premiere Pro)
- Rebelle
- ClipStudioPaint
- Procreate (Ipad)
- Autodesk Maya
- Microsoft (Visual Studio, Excel, PowerPoint)
- BlackBaud Altru
- ToonBoom Storyboard Pro 22
- Nuke
- Davinci Resolve
- Unreal Engine (C++)

- Art Direction
- Surfacing/Texturing
- 3D Layout Assembly
- 3D Animation
- Storytelling
- Public Speaking
- Character Design (3D Turnaround Reference)
- Storyboarding
- Teamwork
- Leadership
- Welcomes feedback
- Animation pipeline usage
- Traditional art (Ink, Marker, Paint)
- Production Management