



LAUREN GREGORIO

Visual Development

laurengregorio.art@gmail.com - Los Angeles, CA
www.laurengregorio.com

SKILLS

DIGITAL

Adobe Suite (Photoshop, Premiere Pro, AfterEffects)
Microsoft Suite (Excel, Word, Powerpoint, Outlook, OneNote, Sharepoint, Planner)
Harmony, Storyboard Pro
Google Suite (Gmail, Drive)
Nuke
Sketchup
Airtable

PERSONAL

Organization, Leadership
Verbal, E-social and Written Skills

EDUCATION

Woodbury University
Animation Major - BFA
Departmental Honors
Class of 2022
• Cumulative GPA: 3.94

Emile Cohl Atelier
Environment Design
Class of 2021

MENTORSHIPS

Netflix
Art Foundations Design Mentee
Sept 2021 - Jan 2022

Women in Animation
Visual Development Mentee
Sept 2021 - Jan 2022

Jessie Kate Bui
Development Mentee
Nov 2021 - March 2022

ACHIEVEMENTS

Fine Cut Film Festival Finalist

VOLUNTEER

Asians in Animation - Vis. Dev. Artist

WORK EXPERIENCE

DISNEY LIVE ENTERTAINMENT - Art & Design Intern

June 2022 - Present

- Designs graphic elements, 3D models, and branding materials including signage, environments, and props
- Oversees the fabrication and packaging of assets for physical production

NICKELODEON - Talent Development Intern

June 2022 - Dec 2022

- Designed graphic elements, communications, and branding materials for programs
- Established and reinforces talent databases, Airtable workflows, and branding
- Developed and reviewed branding decks for Talent Development initiatives

TAPAS MEDIA - Social Media Marketer

Sept 2021 - Present

- Reviews samples of story-driven series from creative talent
- Organizes databases of social media assets and talents' samples
- Spearheads and pitches extracurricular events for creators

SHADOW SHORT FILM - Visual Development

Aug 2021 - May 2022

- Designed turnarounds for props and environments
- Conceptualized background, prop, and character designs
- Modeled and lights 3D environments and props
- Developed 2D and 3D hybrid style for film

SKYDANCE ANIMATION - Artist Development Mentee

Aug 2021 - Oct 2021

- Illustrated pitch concept art, backgrounds, props, and characters
- Designed informational pitch packets for executives
- Collaborated with art directors to finalize and pitch projects to executives

TAPAS MEDIA - Creative Community Intern

Jun 2021 - Sept 2021

- Directed an animated short series, resulting in high social media engagement
- Painted and designed backgrounds, locations, props, and promotional assets

UNANNOUNCED CHILDREN'S BOOK - Illustrator

Jun 2020 - Mar 2021

- Designed and Illustrated characters, props, color keys, and background concepts to enhance storytelling and mood lighting
- Communicated work progress to clients to ensure deadlines are met