

LAUREN GREGORIO

Visual Development - Graphic Design

SKILLS

DIGITAL

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

PERSONAL

Organization, Leadership
Verbal, E-social and Written Skills

MENTORSHIPS

Netflix

Art Foundations Design Mentee
Sept 2021 - Jan 2022

Women in Animation

Visual Development Mentee
Sept 2021 - Jan 2022

Jessie Kate Bui

Creative Development Mentee
Nov 2021 - March 2022

EDUCATION

Woodbury University
Animation Major - BFA
Departmental Honors
Class of 2022

- Cumulative GPA: 3.94

Emile Cohl Atelier
Environment Design
Class of 2021

ACHIEVEMENTS

Fine Cut Film Festival Finalist

VOLUNTEER

Asians in Animation - Vis. Dev. Artist

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

WORK EXPERIENCE

DISNEY LIVE ENTERTAINMENT - Graphic Designer, Art & Design Intern

Jan 2023 - Present

- Follows directions of art directors and clients to develop artistic assets and art direction for environments, events, photo locations and props
- Designs graphic elements, 3D models, and branding materials including signage, concept art, 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
- Researched and gathered references for Talent Development branding decks, current animation trends, and creative initiatives

TAPAS MEDIA - Social Media Marketer, Creative Community Intern

Jun 2021 - Present

- Spearheads and pitches extracurricular creative ideas for event branding and marketing
- Organizes databases of social media assets and talents' samples
- Directed an animated short series, resulting in high social media engagement
- Painted and designed backgrounds, locations, props, and promotional assets

SHADOW SHORT FILM - Visual Development

Aug 2021 - May 2022

- Designed turnarounds for props and environments
- Conceptualized background, prop, and character designs

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

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