**Elena Fazio**

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**EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Ringling College of Art and Design**, Sarasota, FL **AnimSquad**, online animation school

Bachelor of Fine Arts: Computer Animation, May 2022 Expert class, Instructor: Malcon Pierce July-Oct. 2021

**Animation Focus,** online animation school **School of the Art Institute**, Chicago, IL

4 class session, Tutor: Jude Brownbill, June-July 2022 Summer 2016-2017, figure/ technical drawing class

**ANIMATION/ PIPELINE EXPERIENCE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Animation Intern: Valorant, Riot Games,** CA, June- September 2022

Worked as the first animation intern on the game Valorant for Riot Games.

* Developed animations for multiple different Valorant characters focusing on personality, dynamic posing, and strong silhouettes
* Regularly coordinated with different departments in order to created specific animations to character personalities
* Created a new proof of concept multi-character animation for an interdepartmental project

**Animator/ Director, “Fiesta Blood” Short Film,** Ringling College of Art and Design– 2021- 2022

Created the award winning animated short film “Fiesta Blood”. Created all aspects from story pitching, storyboarding, concept design, modeling, texturing, rigging characters, animating, lighting and compositing the entire solo short film.

* Designed, modeled, retopologized, UV’d, textured, and rigged original characters using Zbrush, Substance Painter, and Maya
* Animated film in Maya, exploring character personality, strong posing, and dynamic camera staging/ movements
* Coordinated with composers, sound designers and mentors to make the final film.

**Computer Animator**, Animation Focus, June- July 2022

Worked in a 4 class one-on–one tutoring on a short dialogue animation.

* Created a three-character animation with in-depth focus on facial animation and defining character personality
* Refined scenes with feedback from tutor.

**Computer Animator**, AnimSquad, Expert Class section, Online Animation Class, July-Oct. 2021

Created multiple 10 second dialogue tests with a focus on realistic and interesting acting choices

* Kept rigs on model, developed refined scenes with feedback from instructor and developed animations with multiple characters that used specificity to define their personalities and relationships
* Created animation thumbnails, developed reference videos, and kept to animation deadlines

**Background Artist: Angler,** Michael Lewis Foundation- Ringling College Collaboratory- Feb. 2019- May 2019

Worked with lead artists and writers in a team environment to create a visual novel called “Angler”

* Designed concept art for background work throughout the game to enhance storytelling

**LEADERSHIP EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Resident Student Association: Financial Co-Chair**, Ringling College of Art and Design, Sarasota, FL – Sept. 2018- May 2019

* Headed and organized a fundraising event
* Worked on fundraising concepts and ideas to raise money for the Resident Student Associations events

**Mentor: Computer Animation Students,** Ringling College of Art and Design, Sarasota, FL – Sept. 2020- Aug 2022

* Mentor for multiple Computer Animation underclassmen at Ringling: providing advice, critiques, draw overs, and guidance
* Did regular group meetings with mentees and one-on-ones to address issues or problems with classwork/ thesis development

**AWARDS/ EXHIBITS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* Film Festivals: Winner of London Movie Awards “Best Super Short Film”, Winner of Golden Lion International Film Festival “Best Super Short Film”, Winner of Golden Lion International Film Festival “Best Trailer”, Honorable mention for “Best Trailer” AFA Awards and more. “Fiesta Blood” short film was selected for over 16 (and counting) international and national film festivals
* Winner of the 2022 Women In Animation in partnership with Animation Focus Scholarship
* Best of Ringling 2020, 2021, 2022: Multiple animation works were chosen in the school wide “Best Of” Showcase each year
* Winner of Best of Ringling 2020: Computer Animation - Most Outstanding Sophomore Award

**SKILLS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Proficient:** Maya, Substance Painter, Zbrush, Adobe Photoshop, Adobe Premiere Pro, Arnold, and DSLR Cameras

**Advanced working knowledge:** Nuke, Adobe Illustrator, Adobe After Effects

**Basic knowledge:** Blender, and Adobe Audition