

Jessica Gray

2D Animator and Illustrator

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Experience

Graduate Teaching Assistant | University of Central Florida 2022-present

Provided students timely feedback during production of their 3D capstone short films
Instructed students in the 12 principles, storyboarding, character design, and concept art
Adjusted past course outlines in adapting with changes in industry technology and academic theory

Director of Background Design | Communication by Captivation 2021-present

"Sirius A.I- A Post-apocalyptic Musical"

Research and development of environments for the series
Clean up line work and revisions
Mini webcomic and social media illustration

Freelance Visual Artist 2018-present

2D animation, character design, concept art, storyboarding, digital illustration, background painting, editing, effects, and compositing

Ironik Design & Post Inc.

Motion Graphics Artist and Video Editor Aug 2018 - Mar 2020

Produced animated 2D graphics and effects according to client-provided storyboards and style/brand guides
Edited promotional, instructional, and interactive live action video to client specifications

Intern Jun 2018 - Aug 2018

Assisted lead editor and motion graphics artist in above tasks, functioned as a production assistant during the on set shooting of footage for an interactive insurance campaign

Films

"Smile, They're Watching" | Stoned Mary and UCF Emerging MFA Cohort 6 2022 - 2023
Character design, layout, background design, storyboarding, 2D animation, 2D effects, compositing

"Get with the Times" | Natasha Woepell 2021
Character design, layout, 2D animation

"A Thousand, Thousand Things" | Katy Kinard and Emergence Films 2021
Character design, layout, 2D animation and effects, compositing

Education

Master of Fine Arts: Emerging Media-Animation & VFX expected 2025

University of Central Florida

Secretary | ACM SIGGRAPH UCF 2023-present

Women in Animation UCF 2023-present

Bachelor of Fine Arts: Studio Art-Drawing and Painting 2018

Endicott College | Summa Cum Laude

Other Experience

Presenter at 2023 Conference of Florida Graduate Schools Research Symposium

Exhibitor at 2023 UCF Enhancing Lives Showcase

Presenter at 2023 UCF Research Week

Pack Leader at Happy Paws Pet Resort | 2022- present

Studio Associate at The Pottery Piazza | 2018- 2020

Software



Skills

2D Animation/Layout
Character Design
Background Painting
Storyboarding
Illustration
Editing
Motion Graphics

Traditional Skills

Color Theory
Figure Drawing
Design
Oil
Acrylic
Watercolor
Graphite
Charcoal

Awards and Festivals

2021 Southeast New England
Film, Music & Arts Festival
Limelight Award and Audience Award
"Dragonfly"
Snapping Alligator Productions

2019 Shawna Shea Film Festival
Best Animation
"Dragonfly"
Snapping Alligator Productions