

BROOKE GNIOT

2D Artist & Animator

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SKILLS

2D Animation
2D Illustration
2D & 3D Concept Art
Sprite Generation
Time Management
Communication
Problem Solving
Adaptability
Rapid Iteration
Style-Matching
Version Control
Agile Project Management

TOOLS

Clip Studio Paint	Blender
Photoshop	Substance
Zbrush	Painter
Maya	Keyshot

EDUCATION

Bachelor of Fine Arts in Digital Art and Animation | Apr 2022
DigiPen Institute of Technology
Redmond, WA



ACADEMIC PROJECTS

Producer, Lead Animator, Character Artist | Tall Order

Sep 2020 - Apr 2022 | 2D Short Film | Team of 13

- Organized and led team meetings.
- Managed communications between advisors and the team.
- Oversaw production and delivery of all animation assets.
- Ensured consistency between all artists.

Awards

- Rookie Awards **FINALIST** | 2D Animation Film of the Year
- Filmshort Creative Festival **WINNER** | Best Student Film
- Oregon Short Film Festival **FINALIST** | Best Animated Film

Art Lead, Animator | Overshadow

Sep 2019 - Apr 2020 | 2D Fighting Game | Team of 12

- Managed interdisciplinary communication between the team and the professors, handled the delegation of tasks according to strengths.
- Developed the animation pipeline from preliminary planning to execution to sprite sheet generation.
- Animated the boss character in full and aided with the recoloration of various character skins.

PROFESSIONAL EXPERIENCE

Freelance Artist | Bothell, WA

Brooke Gniot Art | 2018 - Present

- Works on commission for various projects and clientele, completing 2D and 3D artwork including illustration, design, and sculpture in both traditional and digital mediums.

TA at DigiPen Institute of Technology | Redmond, WA

Multiple Art Courses | Sep 2019 - Apr 2022

- Assisted professors in-lab for courses including *Intro to 2D Animation* and *Gesture Drawing for Animation*.
- Supported students both in and out of class by answering questions and providing critiques for their assignments.

Sophomore Film Project | Sep 2021 - Dec 2021

- Mentored several teams working on 2D-animated short film projects, advising them mainly on project management and shot production.

WANIC 2D Animation | Sep 2020 - Apr 2021

- Gave in-depth feedback and met individually with students to help teach core 2D animation principles.