

EMMA MICHELLE

3D ANIMATOR



SKILLS

Professional Skills

3D Character & Creature Animation
3D Cycle Animation
Production Management
Prop Modeling
Lighting
Punctual
Adaptable

Software Proficiencies

Autodesk Maya
Flow Production Tracking
Unreal Engine 5
Photoshop
Premiere Pro
After Effects
Substance 3D Painter
Houdini
Nuke
Davinci Resolve
Clip Studio Paint
Microsoft Suite & Google Workspace

ACCOMPLISHMENTS

SCAD Dean's List

Fall 2021 - Winter 2025

SCAD Academic Scholarship

Awarded for maintaining a 4.0 GPA

SCAD Academic Honors Grad Scholarship

Awarded for maintaining a 4.0 GPA

SCAD Achievement Scholarship

Awarded for demonstrating strong traditional portfolio work

SCAD Achievement Honors Grad Scholarship

Awarded for demonstrating strong traditional portfolio work

Integrated Project Solutions Digital Endowed Scholarship | 2024-2025

Awarded for min. 3.0 GPA & major in Animation

CONTACT

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EDUCATION

Savannah College of Art and Design | Savannah, GA

BFA in Animation | 3D Character Animation | Summa Cum Laude

Minor | Visual Effects

September 2021 - June 2024

MFA in Animation

September 2024 - May 2026

PROFESSIONAL EXPERIENCE

Teaching Assistant | Savannah, GA

SCAD | ANIM408 - Animated Capstone Film

Sept. 2025 - present

- Provide senior undergraduate students support and critique in-class and remotely
- Teach techniques and demonstrate strong 3D animation concepts for collaborative projects
- Act as a resource for troubleshooting task workflow and team coordination

Freelance Commission Artist | Remote

Self-Employed

Jan. 2018 - present

- Produce digital artwork of anthropomorphic animals for clients across multiple social platforms
- Maintain a Discord server with turnaround and commission information including a Trello board

COLLABORATIVE PROJECTS

"INKWASHED!" | SCAD Animation Studios

Sept. 2024 - May 2025

Director, Producer, and 3D Animation Lead

- Supervised & contributed to animation from layout to final output, managing 25+ animators
- Established a structured file pipeline ensuring seamless workflow from concept to composition
- Created numerous guides for production & use of various applications, streamlining all processes
- Provided guidance and mentorship to all artists, leveraging on prior experience and expertise

"Above the Clouds" | Alani Sanders

Jun. 2023 - Jun. 2024

3D Animator, Set Dresser, Lighter, & Producer

- Organized notes, assembled film cuts, and communicated information to a team of 15+ artists
- Created cycle animations for other animators to use in various shots
- Versatile in multiple roles and eager to broaden my skillset throughout the pipeline
- Developed festival submissions and formatted a website to market our work

"Speed Dating" | Liv Bullock

Mar. 2023 - Jun. 2023

3D Animator, Modeler, & Producer

- Scheduled deadlines, shared critique notes, and managed a collaborative space and file structure
- Animated multiple shots, modeled various props, and did minor texture edits

"Irresistible Chad" | Joshua Bates

Sept. 2022 - Nov. 2022

3D Animator & Producer

- Organized workload, managed a collab space, led dailies, and relayed feedback to all animators
- Oversaw and contributed to all aspects of production including troubleshooting and research