

Gretchen Grajales

214 Walker Pl. Mundelein, IL 60060 • 847.830.9842
GMGrajales@live.com • www.LunaJynx.com

Profile

Award winning artist with over five years of experience with 3d production and graphic design. Highly regarded producer as evidenced by rapid promotions and increased responsibilities. Adaptable in any production environment able to learn and apply new software with great ease. Exceptional work ethic, a professional who holds work quality and efficiency to the highest level.

Production Experience

Pipe Dreams 3d • Chicago IL • Animatic Generalist

SC Johnson Test Group Commercials

Worked on all aspects of productions starting scenes from storyboards, layout, modeling, animation, lighting and delivering final rendered scenes all while working in a team environment driven to deliver on time and quality animatics.

Midway Games • Chicago, IL • Associate Artist II – Cinematic Artist

"MK vs. DC universe" – Published 2008

Created and organized cinematic scenes through the Unreal Editor and Midway's proprietary scene editor. Closely worked with a number of departments as well as the director to ensure the vision of the project was upheld. Object library conversion and organization primarily for Metropolis city as well as for Gotham. Programed scenes through the Kismet editor as well as implemented scene elements from models, animations and clothFx as well as delivered comped and prepared scenes for final submission.

"Wheelman" – Published 2009

Production and post-production task ranging from Kismet set up of scenes, and particle emitter placement. Along with implementation and updating of animations through Midway's proprietary scene editor, also worked on of kismet trouble shooting for in-game scenes as well as render wrangling for dailies, production and archival purposes.

"Un-released title"

Organize the intern team working closely alongside with the art director. Responsible for creating the preliminary cinematics for the director as well as compiling and organizing object libraries for the use during game and cinematic preproduction.

Education

Robert Morris University •Waukegan IL • 2010

Bachelor of Applied Science, Graphic Design 3.88/4.0 GPA

D.A.V.E School • Orlando FL • 2005

Digital Animation and Visual Effects Certificate of completion

Software

Maya
3Ds Max
Lightwave 3D
Unreal Engine
Adobe Master Suites
Microsoft Office 2010

Skills

Layout
Modeling
Animation
Photography
Compositing
Texture Painting
Vector and 3D graphics creation

Awards

MCA-I award
"They came from WalMart" 2006
Virtuality Award finalist
"Nasa Seals" 2006
Bronze Telly
"Dragon Fellow" 2005