

GRACE CALLANAN

3D Generalist

Creative and teamwork-oriented 3D generalist with a passion for rigging, animation, and project management. Skilled in creating dynamic rigs, fluid animation, and collaborating with teams to deliver high-quality projects.

PROJECTS

Creature Cache

Summer 2023

Project manager for a studio team as we created a video game in 10 weeks. Also responsible for story, concept art, modeling small assets, rigging, and animation.

"&"

February 2023

Worked with a small team to design a work of public art to site specifications. Responsible for concept, project management, 3D modeling, and surfacing.

"The Trolley Problem"

Fall 2023

Head character animator for a collaborative studio project, completed in 15 weeks. Also responsible for concept art, modeling, and layout.

"Chopped"

Spring 2024

Project manager, rigging artist, and character animator for a collaborative studio project completed in 15 weeks. Also responsible for concept art, storyboards, and animatics.

WORK

Academic Assistant

April 16, 2023 - present

Responsible for data management and manipulation, coding, graphic design and advertising, contacting private art collectors, cataloging and handling fine art, recreating traditional art techniques and mediums.

Life Drawing Peer Teacher

January 29, 2024 - May 6, 2024

Worked with students in a life drawing studio class to hone their skills and develop themselves as artists.

Intern at Walt Disney World

August 26, 2024 - January 2, 2025

Selected for an internship program at the Walt Disney World Corporation. Responsible for upholding Disney standards in products delivered, efficiency, and experience.

PORTFOLIO

gracecallanan.com

EMAIL

gracecallanan12@gmail.com

LINKEDIN

[www.linkedin.com/in/
gracecallanan](http://www.linkedin.com/in/gracecallanan)

TECHNICAL SKILLS

Rigging, animation,
project management,
modeling, sculpting,
texturing, visual storytelling,
previsualization

SOFTWARE

Adobe Creative suite,
Autodesk Maya, Twinmotion,
Substance Painter, ZBrush,
Nomad Sculpt, Python,
Oxygen, Excel, Github

EDUCATION

Texas A&M University
Fall 2021 - Spring 2025
B.S. in Visualization
Minor in Art History

RECOGNITION

First place winner in the
Harold L. Adams
Interdisciplinary Charrette
for Undergraduates in
February 2023.