Ashley Gray

3D Animator

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Education

SCHOOL OF VISUAL ARTS

Bachelor of Fine Arts in 3D Computer Animation and VFX

Sept 2023 -May 2024

Skills

Software: Maya, Adobe Premiere, Blender, Photoshop and ZBrush (intermediate level), Unreal, Nuke, After Effects (basic level).

Art/Design: Character animation, Facial animation, Hand and Digital drawing, Storyboarding, 2-D animation.

Other: Internet research and Nfc knowledge

Experience

Pepper Palace, Sales Associate

Staten Island, NY 2022

- Handled cash from purchases and returns.
- Promoted loyalty programs and deals to first time customers.
- Building client relationships.
- Managed inventory and shipments incoming for restocking.

T.J. Maxx, Sales Associate

Staten Island, NY 2018

 Managed warehouse inventory, organization, and operations, ensuring successful

transferring and display of materials.

- •Build client relations to determine optimal products based on their preferences.
- Promoted credit and loyalty programs during customer interactions.

Uncle Louie G's, Cashier

Staten Island, NY 2017

- Worked to ensure a positive and hassle-free customer experience.
- Worked well independently as well as collaboratively.
- Recorded food and drink orders and worked to meet customer requests.

Other

SVA Student Acceptance day Ambassador; 2015, 2016, 2017, 2018, 2019, 2024 Work shown at SVA open Studios for Fine Arts 2023 Collaborated with classmates on Projects. 2022-2024 Senior thesis: Afterlife, is completed.