

GINA PAGNOTTA



ginap415.gp@gmail.com

PROFESSIONAL SUMMARY

3D Artist and Designer with professional experience in 3D modeling, asset creation, texturing, lighting, and animation within production workflows. Proficient in Blender and in the Adobe Creative Suite, including After Effects, Photoshop, and Illustrator. Experienced in applying strong design principles and technical skills to 3D production, with a portfolio focused on stylized 3D modeling and visual development.

SKILLS

- Visual Effects
- Adobe Photoshop
- Adobe Illustrator
- Storyboarding
- Motion Graphics
- Adobe After Effects
- Visual Storytelling
- Graphic Design
- Blender 3D
- Low-poly Modeling

EDUCATION

Ringling College of Art and Design
Sarasota, FL • 05/2023

Bachelor of Arts: Motion Design

ACCOMPLISHMENTS

Student Silver ADDY Award
Television Advertising

Palm Award
Animation or Special Effects

Palm Award
Film, Video, Sound- Cinematography

LINKS

- www.pagnottagina.com
- www.linkedin.com/in/gina-pagnotta-843949190

EXPERIENCE

Ringling College Of Art And Design - Motion Designer

Sarasota, Florida • 08/2019 - 05/2023

- Developed animation and design concepts within a technology-driven environment.
- Pitched and produced animation concepts using style frames, animatics, and storyboards.
- Expanded animation skills by experimenting with digital art styles, techniques, and tools.
- Created stylized 3D models in Blender; rigged and animated objects using controls and constraints; textured assets and optimized shaders for polished visuals and performance.

Mainstay Digital - 3D Artist Internship

Remote • 08/2026 - 09/2026

- Imported existing 3D assets and remodeled geometry to meet project standards.
- Applied materials and textures to 3D models and set up lighting to achieve the desired visual presentation for project assets.
- Worked within professional production workflows, addressing client feedback in revisions and using Microsoft Teams and ClickUp to communicate, manage assignments, submit milestones, and track project progress.
- Rigged and animated 3D models to facilitate multi-angle camera shots for rendering production stills.

Mainstay Digital - 3D Independent Contractor

Remote • 09/2026 - Present

- Imported existing 3D assets and remodeled geometry to meet project standards.
- Applied materials and textures to 3D models and set up lighting to achieve the desired visual presentation for project assets.
- Worked within professional production workflows, addressing client feedback in revisions and using Microsoft Teams and ClickUp to communicate, manage assignments, submit milestones, and track project progress.
- Rigged and animated 3D models to facilitate multi-angle camera shots for rendering production stills.
- Captured screenshots to inspect model quality, identify issues, and address corrections.