

BRIANNA MARIE MOLINA

ILLUSTRATOR | CHARACTER DESIGNER | TEXTURE ARTIST

Orlando, FL

Liliankp32@gmail.com

[Portfolio](#)

Skills

- Character Design
- Illustration
- Concept Art
- Storyboard
- Texturing
- Editing

Software

- Microsoft Office (8 yrs exp.)
- Adobe Photoshop 4 yrs exp.)
- Adobe After Effects (3 yrs exp.)
- Clip Studio Paint (3 yrs exp.)
- Procreate (1.5 yrs exp.)
- Adobe Illustrator (1 yr exp.)
- Adobe Substance Painter (5 mon. exp.)

Education

University of Central Florida - Orlando, FL | BFA in Emerging Media: Animation & Visualization track, 08/2023 -2027

Miami Dade College, Presidential Scholar (Wolfson Campus) - Miami, FL | AS in Animation and Game Art, Graduated 04/2023

Experience

Capstone (School Animation Project)- "Arcade Palace" | 08/2022 - 11/2022

Disney, Jr. – Miami Dade College - Miami, FL

- **Lead Character Designer**
 - Oversaw character design and turnaround of the main character.
 - Oversaw and instructed a small team in character sketches, expressions, and gestures for the main character.
- **Storyboard Artist**
 - Worked on a team of storyboarders to clean up and revise storyboards in Clip Studio Paint for final approval of animatic.
- **Animator** | 01/2023 - 03/2023
 - Used Autodesk Maya to animate characters with full range of emotions and movement.

Creative Clubs/Organizations

- UCF Art Club
- UCF Animation Production Club

Awards and Acknowledgements

- Phi Theta Kappa Honor Society, 2022
- Dean's List, 2022-2024