



# Gabriela Alvarez

*Motion Designer // 3D Character Animation // Junior Designer*

Passionate about designing and bringing movement to advertising campaigns through innovative ideas and storytelling that enhance the identity of brands. Skilled in creativity, attention to detail, problem-solving, and teamwork.

+1 (912) - 373 - 4071

galvar65@gmail.com

<https://www.gabiss.art>

After Effects | Illustrator | Procreate | Maya | Copy Writing | Photoshop | Arnold | Microsoft Office | Google Suite

## Education



### SAVANNAH COLLEGE OF ART AND DESIGN

Savannah, GA

Expected 2023

B.F.A. Motion Media Design

B.F.A. 3D Character Animation



### NEW SCHOOL OF ARCHITECTURE AND DESIGN

San Diego, CA

2017

Summer Programm

3D Modeling / 3D Animation

## Skills



### Technical

After Effects, Illustrator, Maya,  
Photoshop, Procreate, Arnold,  
Microsoft Office



### Additional

Typography, 3D/2D Animation,  
Concept Development, Style Frame  
Design, Composition, Storyboard-  
ing, 3D Modeling, Lighting,  
Traditional Drawing, Branding



### Personal

Organization, Adaptable,  
Collaborator, Critical Observer,  
Meets Deadlines, Problem-Solver,  
Fast Worker, Spanish, English,  
Français (basic)

## Collab Experience



### Localization Specialist

#### Labodigital

May 2024 - Present

As a Localization Specialist at Labodigital for Netflix, I manage high-volume global content, ensuring timely localization for social media, live TV, and other platforms. I coordinate with internal teams and vendors, optimize workflows, and oversee quality. My role involves risk management, task prioritization, budget planning, and cross-functional collaboration with Globalization, Dubbing, Product, and Design teams to deliver high-quality content efficiently.



### Motion Designer (Class Collaborative Project)

#### Umbrella Academy -Brand Package

January 2023 - March 2023

My team crafted the show's tone while staying on-brand. Collaborating with Jen Kinckiner, we designed an animated branding package that met all project requirements, maintaining a consistent visual language within branding constraints.



### 3D Generalist

#### Grotesque (Short Student Film)

September 2021 - May 2022

Working closely with project leads, I developed concept art visualizing the film's style and character animation. Additionally created 3D models with UVs and textures, assisting the narrative by creating a believable 3D world. Contributed to 3D animation, lighting, and rendering to successfully complete the story. Project delivered fulfilling 100% of the project's requirements.

## Awards



### SCAD DEAN'S LIST

2018 - 2023



### SCAD ACADEMIC HONORS SCHOLARSHIP

2018 - 2023