



Marielle Rousseau

- Marielle.E.Rousseau@gmail.com
- (609) 865-6667
- Minkanimation.com

Education

- School of Visual Arts, New York, NY
Master of Fine Arts: Computer Art - 3D Animation
May, 2012
- New York Film Academy, New York, NY
3D Animation Certification
June, 2010
- Syracuse University, Syracuse, NY
Bachelor of Fine Arts: Illustration
May, 2009
- The Lawrenceville School, Lawrenceville, NJ
High School Diploma
May, 2005

Work Experience

- Senior Artist: Mokuni LLC (game company), New York, NY
March - November 2013
Creating and animating art assets for game, designing UI elements for game menus, working on environment and character design
- Animator: Tiny Mantis (game company), New York, NY
Fall 2011
Rigging and animating props and characters in Maya, rendering, compositing in Adobe After Effects for an online flash game
- Art Intern: Tiny Mantis (game company) New York, NY
Summer 2011
Rigging and animating props and characters in Maya, rendering, compositing in Adobe After Effects, providing intro/ending films and animation for several iOS Games
- Window Painter: Syracuse University Haven Dining Hall, Syracuse, NY
2007- 2009
Designing and painting multiple seasonal murals on floor-to-ceiling dining hall windows

Skills

- Primary Skills
Adobe Illustrator, Adobe Photoshop, Adobe Flash, Autodesk Maya (animating, modeling, texturing, rendering, rigging), Adobe After Effects, storyboarding, drawing, painting, sculpting
- Secondary Skills
Adobe InDesign, Nuke, Mental Ray, Zbrush, Blender, iStop Motion
- Extra Skills
Metalsmithing, glass painting, fluent in French
- Activities and Honors
The Lawrenceville School Alumni Association, Syracuse University Dean's list