

Gabriela ★ Mejia

Previs/Layout Artist
Animator

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Over 10 years of experience. Areas of expertise include shot design, scene previs and layout from storyboard/script, camera rough and final, animation and visual story telling. Strong technical skills, team management, communication and problem solving abilities.

SKILLS HIGHLIGHTS

Keyframe/mocap animation
XSI

Maya
Motion Builder

Premiere
After Effects

Photoshop
3D Max

- * Shot design, previs animation lighting and effects
- * Camera animation and cinematic language
- * Understanding of various camera lens, film backs and aspect ratios
- * Editing and timing
- * Understanding of storytelling
- * Character animation, key framed and motion capture
- * Motion capture shoot planning and support to direction
- * Non-linear Animation
- * Setup of Previs - Layout - Animation Workflows

PREVIOUS PROJECTS

Feature Film

Senior Layout Artist

Independence Day 2 (2016)
Knights of the Roundtable (2017)
Ben-Hur (2016)
Miss Peregrine's Home (2016)
Batman vs. Superman (2016)
Pan (2015)
Fast and Furious 7 (2015)

Senior Previs Artist

Unannounced project - Previs Artist (current).
Ratchet and Clank (2016)

Layout Supervisor (Motion Graphics)

Ender's Game (2013)

TV

Bob The Builder. 2014 - Senior Layout Artist.

Trailers and Cinematics

NBA Live 14 - E3 Trailer. 2013 - Lead Previs Artist and Animator.
Thief 4 - Out of the Shadows - Trailer. 2011/2013 - Lead Animator.
Crysis 3 - Intro Cinematic. 2012 - Lead Previs Artist and Animator.
Crysis 3 - Sharp Dressed Man - Trailer. 2012 - Animator.
Batman Arkham Origins - Cinematics. 2012- Lead Previs Artist and Animator.
Sleeping Dogs - Cinematics. 2012 - Lead Previs Artist and Animator.
Prototype 2 - Cinematics. 2011 - Lead Previs Artist.
SSX Deadly Descents - Trailer. 2010 - Lead Previs Artist and Animator.
DeusEx Human Revolution - Cinematics. 2010 - Previs Artist.
Medal of Honor - Cinematics. 2010 - Animator.
Spiderman Shattered Dimensions - Cinematics. 2010 - Animator.

Game Titles

Academy of Champions Football. Ubisoft. 2009 - Animator.
Monster Lab. Eidos Interactive. 2008 - Lead Animator.
Death Junior. Konami. 2007 - Lead Animator
FIFA Street. EA. 2005 - Animator.
NBA Street Vol.3. EA. 2005 - Animator.
NCAA March Madness. EA - 2002, 2003, 2004, 2005 - Animator.
NBA Live. EA - 2002, 2003, 2004, 2005 - Animator

WORK HISTORY

2014 - Present	Senior Layout Artist	Scanline VFX
2013 - 2014	Senior Previs Artist	Rainmaker Entertainment
2010 - 2013	Lead Previs Artist and Animator	Goldtooth Creative
2009	Senior Animator	Magellan Interactive
2008 - 2009	Senior Animator	Ubisoft Vancouver
2005 - 2008	Lead Animator	Backbone Entertainment
2000 - 2005	Animator	Electronic Arts Canada
1998 - 2000	Animator/Artist	Eyeball.com Network Inc

EDUCATION AND TRAINING

Electronic Arts Canada, Burnaby, BC 2000-2004

Various: Flash, Motion Builder, Maya, XSI. Lighting, Colour Theory, Cinematography

Emily Carr Institute of Art and Design, Vancouver, BC, 2003-2004

Various: Colour Theory, Creative Processes, Life Drawing, Material Form and Space, Painting

Langara College, Vancouver, BC 2004

Art History courses

Center for Digital Imaging and Sound, CDIS, Burnaby, BC, 1997-1998

Digital Animation Master Program Diploma

Screening of student animated short "Stain Alive" at the Vancouver Effects and Animation Festival, Vogue Theater, Vancouver, 1999

CAREER HIGHLIGHTS

Developed more efficient processes for Previs, Layout and animation Pipelines, Goldtooth.

Speaker for the panel "Animation in Games" at the Siggraph 2008 Spark Animation Festival, Vancouver

Animation Lead and Mentor for the Backbone Entertainment Vancouver studio.

Directed all gameplay and cinematic animations for Monster Lab. Worked closely with Writer, Designers, Art Director, Sound Artist and Voice Actors. Conceptualized each cinematic shot to efficiently tell the story, while maintaining high artistic standard, Backbone Entertainment.

Improved material used at E3 2004. Created a compelling and dynamic sequence, repurposing existing gameplay animations and using creative cinematography, EA.

Enhanced organization of NIS data by creating and maintaining a database with a graphical interface to keep track of the design, triggering criteria, animation data, status and feedback.

Successfully maintained and troubleshooted the animation pipeline for March Madness 2002.

Improved remote communications with an external developer by becoming the communications liaison and establishing a good working relationship with their lead programmer and artist, EA.