

HOLLY REIDY

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EDUCATION

Ringling College of Art and Design,
Sarasota, FL
Bachelor of Fine Arts, Motion Design
September 2020 - May 2024

Illinois Institute of Art,
Chicago, IL
Undergraduate, Game art and design
June 2017 - July 2018

College of Dupage,
DuPage, IL
Undergraduate
August 2018 - June 2020

MOTION, GRAPHIC and VISUAL DESIGN EXPERIENCE

CT Visual Effects Artist, Disney Live Entertainment, Orlando, FL, July 2025 - Present

A project based position working with the Visual Media Production Team:

- Learned the behind the scenes magic that makes the entertainment in the park
- Using every tool in my wheelhouse to help create projects the best they can be
- Being able to group collaborate quickly and effectively to roll out projects

Visual Media Intern, Disney Live Entertainment, Orlando, FL, June 2024 - July 2025

An extended internship working with the Visual Media Production Team:

- Learned the behind the scenes team based magic that makes the entertainment in the park
- Worked in Premiere, Photoshop, After Effects, and Illustrator
- Rotoscoped, fixed logos and animated them, composited scenes, extended cell animation, color corrected, animated effects and characters in AE
- Also assisted in troubleshooting and finding quick work arounds to problems that arose

Motion Designer, Ringling College of Art and Design, Sarasota, FL, August 2020 - May 2025

As part of a course in animation:

- Conceived storyboards, animatics, pitch decks, style frames and final animations for various pitches
- Outlined a design direction for a collaborative animation project, executed complex animations via MOGRTs
- Utilized the Adobe Creative Suite to rig and create 2.5D-styled, rotoscoped experimental animations for special effects on varying projects
- Learned engaging video, animation editing and proper media management for group collaborations

Visual Designer, Ringling College of Art and Design, Sarasota, FL, August 2020 - May 2025

As part of learning the many aspects of storytelling:

- Created in depth mood boards, style guides and created story ideas for the visual development of characters, vehicles and game levels
- Was responsible for delivering several innovative ideas for the client and then refining the chosen idea to reach the final deliverable

OTHER JOB EXPERIENCE

DuPage Forest Preserve, Junior Ranger, Warrenville, IL, July 2022 - June 2024

- Helped maintain all aspects of the forest preserve by cleaning campsites, painting benches and barrels, clearing paths, picking up trash and working with recreational groups with events and boating safety.
- Was leader of small crews for varying projects and kept them on track and productive

Dino Safari: A Drive Through Experience, Safari Leader, Naperville, IL, May 2021 - July 2021

- Leading park guests through an immersive experience. Getting to see first hand the behind the scenes of prop animatronics and how they function. First experience in pop up entertainment design

SKILLS

Proficient in: Adobe After Effects, Photoshop, Illustrator, Cinema 4D, Procreate, Procreate Dreams, Google Suite, adobe suite, 2D Drawing, Storyboarding, water color paints, acrylic paints

Working knowledge: Redshift, Adobe InDesign, Z-brush, set painting on varying scales for theater

Basic knowledge: Dragonframe, Audition, Touch Designer, Autodesk Maya, Unity, Houdini, Octane,, Nuke

AWARDS

- **Silver ADDYs Award,** Presented by AAF Suncoast to students for Abstract Title Sequence, Sarasota, FL, 2022