

# HOLLY REIDY

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## EDUCATION

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**Ringling College of Art and Design,**  
Sarasota, FL  
Bachelor of Fine Arts, Motion Design  
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

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### **Motion Designer,** Ringling College of Art and Design, Sarasota, FL, August 2020 - Present

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
- Filmed with a green screen to make a mock advertisement; keyed, composited & color-corrected footage, as well as got to experience media production and setting up studio lighting
- 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

### **Graphic Designer,** Ringling College of Art and Design, Sarasota, FL, August 2020 - Present

For an advanced course focusing on typography and design:

- Pitched and developed various advertisements, mockups and posters for mock clients
- Designed engaging visuals and practiced creating cohesive brand identity packages
- Formatted numerous pitch decks in an efficient and clean manner for completed projects to present
- Learned the importance of utilizing various grid styles in designs

### **Visual Designer,** Ringling College of Art and Design, Sarasota, FL, August 2020 - Present

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
- Learned how to collaborate in a team setting on the creation and storytelling of a mock game
  - Was personally in charge of overall character design as well as one game level. This includes POV shot, mock in-game shot and concept art.

## OTHER JOB EXPERIENCE

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### **Monarch Landing Millstone,** Waitress/Hostess, Naperville, IL, August 2016 - December 2023

- Helped serve and maintain order in the dining room, as well as keeping server stations stocked and running.
- Helped create more efficient ways for seating customers, as well as better ways of organizing wait stations

### **DuPage Forest Preserve,** Junior Ranger, Warrenville, IL, July 2022 - December 2024

- Helped maintain all aspects of the forest preserve by cleaning campsites, clearing paths, picking up trash and working with recreational groups with events and boating safety.
- Helped create better organization practices for boat rental sales
- 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

## AWARDS

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

## SKILLS

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**Proficient in:** Adobe After Effects, Photoshop, Illustrator, Cinema 4D, Procreate, Procreate Dreams, Google Suite, adobe suite, 2D Drawing

**Working knowledge:** Redshift, Nuke, Adobe InDesign, Z-brush, Octane, Storyboarding

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