
Ashley Gerst

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OBJECTIVE:

Ambitious and crafty experimental / character animator seeking a challenging position to enhance and contribute her communicative, organizational, and creative artistic talents.

EDUCATION:

School of Visual Arts – New York City, NY

MFA in Computer Art – 3D Animation
(May 2011)

Cleveland Institute of Art – Cleveland, OH

BFA in T.I.M.E. Digital Arts – 2D and Stop Motion Animation
Minors: Photography and Art history
(2007)

ACADEMIC AWARDS:

2011 - Paula Rhodes Memorial Award - honoring Masters Students who have shown excellence

2002 - Presidential Scholarship Award

TECHNICAL ABILITIES:

*3D, 2D, and Stop-Motion Animation Techniques

*3D Character Modeling with consideration to proper edge flow for character animation vs. object

*3D Texturing

*3D Rigging: Creation of complex rigs, facial rigs (with driven keys and/or controllers for manageability)

*3D Cloth and Hair Dynamics

*3D lighting

*Adobe Creative Cloud (Premiere, Photoshop, Illustrator, Flash, After Effects)

*Autodesk Maya 2008-2014

*3D Studio Max

*Mudbox

*ZBrush

*Blender

*Cinema 4D

*Final Cut Studio 3

*Nuke

*Character Design for Illustration, 2D animation, and 3D animation

*Motion Graphics

*3D Printing design, modeling, and workflow

*eBook publishing

*Printing production

*Fine Arts Knowledge in painting, color theory, woodworking, metals, fiber arts

*Programming Languages: UNIX (tcsh and bash), MEL Script, Action Script 3.0,

*Curatorial Capabilities with Film Festivals + Art Galleries

WORK EXPERIENCE:

Freelance 2D Animator / eBook Publication:

Private Client (November 2012 – Present)

Responsible for digitizing two published children's books from printed format to animated eBook formats. Created animations for each of the previously illustrated pages and will be publishing the books as multi-platform animated eBooks for purchase.

Adjunct Animation Faculty:

Montclair State University (December 2011 – Present)

Responsible for creating syllabi/rubrics and teaching undergraduate courses: Introduction to 2D Animation (covering the basics of cartoon animation: both physical animation and creating character personalities and reflecting them within animation. The course covers Adobe Flash CS5) and Introduction to 3D Modeling (covering the basics of Autodesk Maya 2013: modeling, lighting, animation, and texturing as well as animation basics and character modeling for animation). Both courses cover conceptual, historical, and technical knowledge of the subject matter.

Freelance Children's Book Illustrator:

Private Client (March 2012 –October 2012)

Created character designs for and completed several digital illustrations for a children's book titled "Messy the Cow and the Elephant That Moos".

Adjunct Animation Faculty:

Stevens Institute of Technology (January 2012 – December 2012)

Created the subject matter/syllabi and taught undergraduate animation courses: Animation 1 (course covers the basics of Autodesk Maya 2013: modeling, lighting, animation, and texturing as well as the principles of animation, and character design and modeling for animation) and Motion Graphics (course covers creation of brand identity, graphic design, and an understanding of After Effects CS6), Independent Study Instructor of Animation: covering advanced skills in character animation for thesis projects.

Freelance Motion Graphics Animator:

Rooster (September 2011 – July 2012):

Created several animated titles, lower thirds, bumpers, credits, and end cards in After Effects to supplement video production for clients like Fast Magazine/Behance, One Young World, Buy.XXX, Levi's, Afrin, Nivea, Nissan, and in-house promotionals.

Freelance 2D and 3D Animator:

ID Creative Group Ltd. (March 2012 – July 2012):

Created several character-based animated commercials including a 2D and 3D mixed animation place marker for under construction websites; created a 3D animated commercial in full (3D modeling, texturing, lighting, animating, rendering, and compositing in After Effects);

Freelance 2D Animator:

GiftEm (October 2011 – November 2011)

Designed characters for and created a 2D animated infomercial detailing the functionality of GiftEm.com

Freelance 2D Animator:

iNomadics (August 2011 – September 2011)

Animated several short 2D gifs of Beatrix Potter's illustrations for a Read-Along iBook application available on the iPad

Freelance 3D Artist:

ID Creative Group Ltd. (June 2011 – August 2011)

Realized a character design in 3D as part of an advertisement for "Monster Blocks" – a toy for children. The deliverable character included a rig, texture, lighting, and fur dynamics and was ready for animation.

Freelance 3D Modeler / Texturer/ Rigger:

Animorphous, Inc. (July 2011)

Created two political figures based on caricatured concept sketches. The characters were textured, rigged, and weight painted to allow for future animated movement.

Freelance 3D Animator and Illustrator:

iNomadics (January 2010 – October 2010)

Modeled, rigged, and textured several 3D Peter Rabbits for an interactive, children's iPad game. Looping walk, hop, and idle cycles were also animated for the game.

Animation Instructor:

Progressive Arts Alliance, Non-Profit Organization (May 2009 – August 2009)

Taught stop-motion animation to high school and middle school students in week-long workshops across Northeastern Ohio

Cleveland Institute of Art:

Cleveland Institute of Art – Continuing Education

After Effects Course: (June 2009) Taught Adobe After Effects on an intermediate level to college students looking to add to their program knowledge and digital portfolio

Animation Application for the Classroom: (July 2008, July 2009) Taught a workshop intended to give high school art teachers a taste of various forms of animation and how they can add it to their own art curriculum.

Clay Animation Instructor: (May 2007 – July 2009) Founded and taught clay animation classes to students aged 12-18, taught functions of clay animation: history, design, animation, set construction, and Adobe Premiere.

Pre-College Animation Professor – Extended Studies Department:

Cleveland Institute of Art (May 2008 – August 2009)

Co-instructed a Pre-College stop motion and 2D animation course to graduating high school students looking to develop their college application portfolios; the course included several acting classes, individual and group-based projects, animation history, guest lectures by successful local animators, animation principles, Composition and lighting, drawing lessons and techniques, character design, storyboarding, and Adobe Flash, After Effects, and Premiere.

Teaching/Technical Assistant – T.I.M.E./Digital Arts Department:

Cleveland Institute of Art (September 2007 – May 2009)

Administratively and technically maintained the T.I.M.E./Digital Arts Department; greeted and set up lectures for visiting artists; installed, fixed, and updated computers, software, and equipment; gave lectures on animation, conceptual visualization, green-screening, and HD; archived student and faculty work; created departmental advertisements and promotional DVDs; assisted students with projects; curated and organized student shows; hired and managed student TAs; researched and purchased all new software and equipment for the department; set up classrooms for specific or general instruction as needed.

Clay Animation Instructor/Armature Machinist – Education Department:

Cleveland Museum of Art (April 2006 – August 2009)

Founded and taught clay animation classes to ages 9-18, machined five stop-motion ball-and-socket armatures (character skeletons) specific to the class, covered storyboarding, animation principles, history, set construction, and design; screened final animations in a CMA lecture hall for staff, students, and parents.

SELECTED FESTIVALS:

2013 – MoCCA Fest – The Grand Amory Plaza (New York, NY)
2011 – MFA Computer Arts Thesis Presentations (New York, NY)
2009 – Tucson Slow Food and Film Festival (Tucson, AZ)
2009 – Dam Short Film Festival (Boulder City, NV)
2009 – Crossroads Film Festival (Jackson, MS)
2008 – New Filmmakers Film Festival (New York, NY)
2008 – REEL 13 Internet Broadcast Film Festival (New York, NY: Sept 21-27)
2008 – Ohio Independent Film Festival (Cleveland, OH)

SELECTED EXHIBITIONS

2013 – “House Broken” Comics Exhibition – Zygote Press Gallery (Cleveland, OH: May 26 – June 24)
2011 – MFA Computer Art Thesis Exhibition (NYC: May 20 – June 04)
2008 – The Pop Shop Gallery (Lakewood, OH)
2007 – Student Independent Exhibition 61 – Reinberger Gallery (Cleveland, OH)

Additional references available upon request