

# MILA NERY

## 3D Artist & Graphic Designer

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### EDUCATION

Maryland Institute College of Art  
BFA in Graphic Design, May 2016

### EXPERIENCE

- ✿ **Chandelier Creative** *3D Animator, NYC* *Fall 2017 – Present*  
Responsible for animating existing client assets in both 2D and 3D, Rendering still mockups for brand portfolios, Mocking up brand animation guidelines, Comping animations and videos in AfterEffects.
- ✿ **Chandelier Creative** *Graphic Designer, NYC* *Fall 2016 – Spring 2017*  
Concepting and creating broadcast and digital graphics in varying aesthetics for multiple brands, Building decks to send to clients, Editing and comping images in Photoshop, Creating assets for mobile ads, Animating instagram teasers, Pulling swipe/mood boards.
- ✿ **Interspace** *3D Artist, NYC* *Fall 2017*  
Designing and modeling 3D furniture and other game assets for mobile.
- ✿ **Petal Card** *3D Animator, NYC* *Fall 2017*  
3D modeling and animating a short for Petal's announcement email.
- ✿ **UnderArmour** *Design Temp, Baltimore, MD* *Summer 2015*  
Reviewing and updating Illustrator files, Motion graphics for in-house pitches, Trend research, General help preparing files and mood boards for meetings.

### SKILLS

- Proficient in the Adobe Illustrator, Photoshop, InDesign, After Effects
- Well versed in modeling and animating with Cinema 4d
- Solid understanding of HTML & CSS
- Excellent communication, organization, and time management
- Works well under pressure