

# Gabriela Soriano

<https://www.gabrielasoriano.com/> | [www.linkedin.com/in/gabrielasoriano18](http://www.linkedin.com/in/gabrielasoriano18)

(cell) 787-244-8480 | [gsoriano@c.ringling.edu](mailto:gsoriano@c.ringling.edu)

## EDUCATION

---

### Ringling College of Art and Design

Bachelor of Fine Arts in *Computer Animation*, Minor in *Film Studies*

*August 2022/ May 2026*

Sarasota, Florida

## ANIMATION EXPERIENCE

---

### Lighting Artist/ Production Coordinator

*Ringling College of Art and Design - Sarasota, FL*

*Aug 2025/ Current*

- Designed and implemented lighting setups for 30+ 3D animated scenes to enhance mood, visual clarity, and storytelling.
- Optimized lighting, shading, and rendering workflows within the production pipeline from pre-production through post-production
- Collaborated with modeling, texturing, and compositing teams to ensure visual consistency across shots.
- Assisted in asset preparation, including modeling and texturing characters and environments for production scenes.
- Created and managed promotional materials, funding, and film festival submissions.
- Conducted 40 interviews with composers, communicating with the applicant grid.

### Render Wrangler

*Ringling College of Art and Design - Sarasota, FL*

*Sep 2024/ Current*

- Helped students regarding the rendering process by managing render queues, troubleshooting errors, and optimizing settings to ensure the timely and efficient completion of 3D animation.
- Monitored render farm operations to guarantee smooth workflow and successful project output for students

### Disney Sculpting Workshop

*Disney Creative Group - Sarasota, FL*

*Feb 2026/ Apr 2026*

- Designed and sculpted Christmas themed Mickey Mouse ornament asset in Zbrush.
- Used model sheets and reference to create an on model sculpt of Mickey Mouse with accurate proportions

### Production Coordinator

*Blue Bee Studios - San Juan, PR*

*Aug 2019/ May 2022*

- Streamlined animation production workflows by uploading 70+ assets to ShotGrid, unpacking 20+ animation/comp shipments, and executing detailed character counts, callouts, and meeting notes to ensure clarity and on-time delivery across deadlines.
- Managed task load for several productions at the studio, making sure everything was running smoothly.
- Oversaw productions run by the younger students and instructed them on how to coordinate and distribute tasks, creating compelling stories in the process.
- Set up a marketing strategy, selling over 300 tickets for the screening of our film through community outreach

## SKILLS

---

**Software:** Autodesk Maya, Adobe Premiere, Adobe Substance Painter, ZBrush, Nuke, Adobe Illustrator, Adobe Photoshop, Handbrake, Blender, 3DCoat, Flow (Shotgrid), and MS Office

**Fluent** in both Spanish and English