

# ALLISON FRAIDENBURG

Layout/Previs | 3D Animation

## ABOUT ME

Passionate animator with 4 years of experience in the CG animation pipeline. Skilled in traditional animation principles as well as 3D software. Highly collaborative and willing to learn and grow as a storyteller and artist.

## EDUCATION

**Ringling College of Art + Design**  
Sarasota, FL  
Aug 2019 - May 2023

### AnimSquad

Online animation school  
July - Sept 2021 (Intermediate Class)  
July - Sept 2022 (Expert Class)

### AnimSchool

Online animation school  
Jan - March 2025 (Body Acting)

### Gnomon


North Hollywood, CA  
Oct 2025 - Dec 2025  
(Previsualization and Animatics with Christopher Beatty)


## SKILLS


- **Proficient:** Autodesk Maya, Adobe Photoshop, Adobe Premiere Pro, Substance Painter, Microsoft Office Suite, Google Docs/ Google Slides, Procreate
- **Advanced working knowledge:** Adobe After Effects, Zbrush
- **Basic understanding:** Unreal Engine 5, Nuke, Adobe Audition

## RECOGNITION

- Award Winner for Best Animation (2023)
  - Oniros Film Awards
  - Los Angeles Film Awards
  - New York International Film Awards
- Film Selected for SIGGRAPH's Animation Theater Daytime Selects (2024)
- Thesis Silver Award for Best of Ringling (2023)

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 <https://vimeo.com/1148508316>  
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 allisonfraidenburg@gmail.com

## EXPERIENCE

- **CG Layout Apprentice** *Jan 2025 - Sept 2025*  
Walt Disney Animation Studios, Burbank, CA
  - Engaged in the art of CG Layout by working from storyboards to staging, blocking, and shooting film sequences
  - Worked on Layout Finaling by focusing on camera polish, shot dressing, and continuity
  - Collaborated and trained with Disney mentors to refine and strengthen key animation disciplines, as well as filmmaking skills and cinematography knowledge
  - Participated in a structured program that introduces studio culture and production environment
- **CG Generalist on Animated Jesus Film** *Feb 2024 - Aug 2024*  
Premise Entertainment, Orlando, FL
  - Collaborated with the animation and lighting/look development teams to complete animation and render tests
  - Worked on character/animal walk cycles, animation tests, fix animation, motion capture cleanup, and rendering in Unreal Engine 5
- **Character Animator/ Director** *Sept 2019 - May 2023*  
Ringling College of Art + Design, Sarasota, FL
  - Designed character expression/gesture pages and model sheets for original 3D and 2D character animations
  - Modeled, rigged, textured, lit, and animated characters and sets in 10-15 second pieces
  - Created a 2 minute animated senior thesis film, "Beyond the Farm"
- **Digital Art Teacher** *July 2022 - July 2023*  
*(summer classes)*  
De Vita Academy of Art, Davie, FL
  - Taught students on how to utilize Procreate's interface for their art utilizing shortcuts and gestures, as well as brushes, layers, and filters
- **Teacher Assistant** *Aug 2019 - Aug 2023*  
*(summer classes)*  
De Vita Academy of Art, Davie, FL
  - Assisted 8-11-year-old summer prep classes by setting and cleaning up the classroom, teaching students techniques with various media, and guiding them through multiple art projects, including an illustrated book, portraiture, and sculpture