

Gigi Ramos Hutt

Production Manager

Digital Animator demonstrates command on any Production pipeline

With experience and knowledge in the Areas of 3D, 2D, Design, VFX, Animation and Marketing.

Multilingual and fluent in Spanish and English.

Offering solid comprehension of cultural diversity.

Experience

Icon Creative Studio <https://iconcreativestudio.com/#about> 1 YR - August 2023

SENIOR PRODUCTION COORDINATOR - PROJECT

"DISNEY JUNIOR ARIEL" TV Series S1: 24 episodes.

Organizing the Animation development team of 56 members.

Managing their schedules and priorities according to production and client.

Relish Studios <https://reli.sh/animation/> 2020 - 2022

PRODUCTION COORDINATOR - PROJECTS

"BARBIE'S DREAMWORLD" Web Series S1: 11 episodes.

"BARBIE'S DREAMWORLD" Web Series S2: 16 episodes

"BARBIE'S DREAMWORLD" Web Series S3: 4 episode

"CBC MY MOMENT" Canadian Olympian Series Tokyo.

"MARVEL BATTLEWORLDS S2 TREACHERY AT TWILIGHT" Web Series. 5 episodes

"KINDI KIDS S4" Web Series. 3 episodes

"DON'T STARVE TOGETHER" Gameplay Trailer

PRODUCTION ASSISTANT - PROJECTS August 2020-4 mo

"WILD LIFE" TV Series 6 episodes

"MOMMA NAMED ME SHERIFF" TV Series 19 episodes

Independent Film Experience 2016 - 2019

3D ARTIST

Head of Modeling main Characters

Topology development based on the designs and the purpose of the project.

Control of the geometry of the models for greater productivity.

Optimization of pre-production process for longer post production time.

SHORTFILMS

"WANDER" Thesis shortfilm project.

"SPRING" by ABBIE Foulke.

"MEXICO LINDO" by Natalia PEREZ.

"THE FAIRY" by Serena LACHNER.

"PSILO" Game demo project, collaborative project created by Eugenia Ramos Hutt.

Education

SAVANNAH COLLEGE OF ART AND DESIGN, USA 2016- 2019

BACHELOR OF FINE ARTS, CUM LAUDE

Major Animation - Minor 3D for action figures

VERITAS UNIVERSITY, COSTA RICA. 2011 - 2014

Awards and Achievements

SCHOLARSHIP

SCAD ACHIEVEMENT LIST

SCAD HONORS SCHOLARSHIP

DEAN'S LIST HONOR ROLE

Software Skills

Production

ShotGun/ShotGrid/Ftrack

Forecast Team allocation and Project budget

Bamboo HR Teams

Google sheets / Excel

3D

Zbrush / Autodesk Maya

Marmoset Toolbag

Substance Painter

Blender / Topogun

Uv layout / Houdini

Wings 3D

2D

Photoshop / Illustrator

Procreate

Animation

After Effects /

Adobe Premiere / Imovie

Autodesk Maya / Nuke

Work References

MICHELLE HAPKE

Animation Supervisor

michelleh@iconcreative

studio.com

DAVE WOODGATE

Head of Animation

dwoodgate@reli.sh

STEPHEN HODGES

Managing Director

stephen@reli.sh

gigi

hello@porgigi.com

www.porgigi.com

+1 7788611551