

Monica H Cappiello

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EDUCATION

Master of Fine Arts – Animation | March 2011 - Savannah College of Art and Design, Savannah, Georgia.

Bachelors of Arts - Major: Studio Arts, Minor: Astronomy | May 2002 - University of Virginia, Charlottesville, Virginia.

SKILLS

Applications Microsoft Office, Maya, ZBrush, RenderMan, MentalRay, Nuke, After Effects, Photoshop, Adobe Package.
Programming Knowledgeable in MEL, PYTHON, SLIM, HTML & CSS.
Proficient in PC, Linux and Mac platforms.
Fluent in Spanish.

EXPERIENCE

Art Institute of California, Sunnyvale | 01/13 – Present

Media Academic Director

- Provided academic leadership to the students and faculty members of the Animation, Gaming and Film departments.
- Communicated with faculty, other academic institutions, and industry professionals to ensure the program remains current with industry needs.
- Selected, trained, developed, and managed faculty and staff members, including performance evaluations.

Art Institute of California, Sunnyvale | 01/10 – 01/13

Faculty

- Responsible for instructing undergraduate students on multiple aspects of 3D including Pre-Production, Production, Modeling, Lighting, Texturing, Rigging, 3D Camera Set-Up, Compositing, Rendering, and Animation.
- Contributed to the culture of learning by bringing industry professionals as guest speakers, participated in Open Houses and the Summer Program for prospective students, as well as assisted with PAC meetings and lead the Technology Committee as Co-Chair.
- Created written and video tutorials, as well as mel/python tools, for student use.

Red Giant Studios | 02/09 – Present

Freelance Texturing and Lighting Artist

- Responsible for lighting master shots and created, troubleshoot and improved textures and shaders.
- Created python scripts to automate repairing of geometry and other errors in scenes.
- Rendered digital elements into multi-pass render layers and assembled elements of shot for composite.

Thesis Animation Choice | 03/06 -- 03/11

Director

- Organized and oversaw the pre-production, production and post-production of entire animation short.
- Created lighting design for film, and developed Python lighting tool that emulates Global Illumination.
- Responsible for hair dynamics, nCloth, shatter as well as lighting and final composite.

Mendez Foundation | 01/05 – 07/09

Graphic Designer/IT Coordinator

- Developed 2D/3D graphics for posters, web, DVDs, curriculum, brochures, print ads, T-shirts, and other marketing materials.
- Assisted in the production of the children's movie *Friends are Happening Show*.

Short Animated Films | 8/07 - 05/08

Visual FX Supervisor

- Scheduled, organized and managed multiple projects from initial creative development through final delivery.
- Designed and implemented effective pipeline for 10-week turnaround of animation short *Badger Blue*.
- Oversaw the production and post-production of short films *Flight Lessons* and *Badger Blue*.

WEDU-PBS | 01/03 – 05/04

Development Assistant

- Cultivated strong client relationships through continuous contact, follow up and business entertainment activities.
- Provided support for the capital campaign, major gifts and planned giving fund raising activities.
- Responsible for maintaining department's website and donation database.