MIYAKO MOLINELLI

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yakomoli.com

OBJECTIVE

Seeking job opportunities as a sequential illustrator and visual developer for art in animation and narrative based media.

EDUCATION

Rhode Island School of Design | Providence, RI
Bachelor of Fine Arts in Illustration
2013–2017
GPA: 3.6
Burr and Burton Academy | Manchester, VT
2009–2013
GPA: 3.7 | Class Rank: 35
School of Visual Arts | New York, NY
Pre–College Program [July 2012]
Traditional/Digital Animation Program

WORK EXPERIENCE & PROJECTS

Titmouse [2018–present] Storyboard artist at Titmouse animation
Cool Cat [2018–present] Illustrated graphic novel with writer Robert Anderson
Knightman [2017–present] Storyboard and animation for short film Knightman
The Dojo [2015–2017] Storyboards for pilot episode of The Dojo, to be pitched to HBO and Netflix
Permadeath by Cerise Lim Jacobs and Friends of Madam White Snake [2017] Visual development and storyboards for the modern opera Permadeath, to be shown in Boston 2018
H+ Hip Hop Dance Conservatory [2016] Illustrated playbill for H+'s production of Romeo & Juliet
HarperCollins Publishing Company [2015] Illustrations used in the special edition of Red Queen by Victoria Aveyard
Commission Work [2015–present] Independent digital work for clients
Northshire Bookstore [2013–present] Part–time bookseller and cashier
Vita–Learn [2013] Poster design for a conference held by Vita–Learn in Champlain College
Vermont Martial Arts Academy [2008–2013] Volunteer assistant teacher

ACHIEVEMENTS

Southern Vermont Arts Center Thomas Reilly Dibble Scholarship [2013]
Burr and Burton Academy Outstanding Creative Artist [2013]
Burr and Burton Academy Scholastic Art & Writing Awards, Honorable Mention for Excellence in Visual Arts [2013]
Dorset Players Young Thespians Award [2013]
School of Visual Arts Merit Scholarship [2012]
Outstanding Effort in Media Arts and Sciences [2009–2010]
Black Belt Hall of Fame Special Recognition [2008]
Northern Stage Project Playwright semi–finalist [2006]

SKILLS

traditional and digital drawing and painting, animating, live action cinematography and editing
Programs: Clip Studio Paint (Manga Studio), Storyboard Pro, TV Paint, Final Cut Pro X, Dragon Frame, Adobe Creative Suite, SketchUp Pro, Maya, ZBrush, Unreal Engine