

Laura Mickel

Computer Animator / Story Artist

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EDUCATION

Ringling College of Art and Design	Bachelor of Fine Arts, Computer Animation	
	Minor in Business of Art and Design	May 2026
Lupin House	Animation Mentorship under Andrea Ferrara	Summer 2024

ANIMATION EXPERIENCE

Computer Animation- *Ringling College of Art and Design 2022-2026*

- Crafted original characters and environments for animation using Maya, as well as animated and lighted scenes.
- Planned 15-20 second stories and animated character models built from scratch, focusing on timing, weight, and movement to accentuate the character acting and story.
- Built lighting in our environments through Arnold Renderer and Maya.
- Rendered the final animation and composited it in Nuke and Adobe Premiere Pro.

Story Artist – *Ringling College of Art and Design 2022-2026*

- Worked under time-sensitive deadlines of 2-3 weeks to create original stories and present them in a fully edited, animatic video format.
- Pitched ideas to a class of 15-20 individuals with supporting visuals, updated with instructor feedback.
- Used drawing and storytelling abilities to create detail-oriented storyboard panels with 100+ drawings using layer comps to communicate a 1-minute short story in a thorough and entertaining manner.

LEADERSHIP EXPERIENCE

Club Treasurer – Ringling Storyboard Club *Ringling College of Art and Design Fall 2024*

- Managed club finances, budgeted events, and maintained financial records by leveraging Google Sheets.
- Collaborated with the club presidents to organize meetings and create high-quality presentations for attendees of the Storyboard Club.

Club Secretary – Digital Paint Sketch Club (DPSC) *Ringling College of Art and Design Fall 2024*

- Aided club members by reaching out to industry professionals through emails.
- Created 100% of the Fall 2024 promotional posters using Photoshop.

PROJECTS

Simple Poly Animation – *Animated Short (Spring 2023)*

- **Nominee for Best of Ringling** in Computer Animation

Squirrel and the Ox – *Animated Short Film (Spring 2021)*

- **Nominated** for the animation category in **All American High School Film Festival**

TECHNICAL SKILLS

Software: *Proficient* in Autodesk Maya, Arnold Renderer, Zbrush, Nuke, Adobe Substance Painter, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Adobe Audition, Procreate, Final Draft, Google Suite, Microsoft Office Suite, and Apple software.

Language: *Fluent* in English; *Basic Knowledge* in Russian

AWARDS

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| • Nominee for Best of Ringling – Computer Animation | Spring 2023 |
| • President's List | Fall 2022 |
| • Ringling College Deans' Scholarship | Fall 2022 – Present |
| • Stanton-Gage Art Award | May 2022 |