





ALISSA CATTABRIGA

CREATIVE PROFESSIONAL

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CAREER PROFILE

An accomplished multi-disciplinary creative professional with experience in animation, marketing, digital and print designs. Self-driven with a passion for expanding skills and learning new techniques. Creative with a strong technical background able to work within limitations and under tight deadlines. Skilled in a variety of design and animation styles.

KEY SKILLS AND STRENGTHS

- Advanced knowledge of Adobe Creative Suite
- Skilled 3D Generalist including VFX, modelling, rigging, animation, texturing, and rendering
- Advanced Microsoft Office, Google, and Jira skills
- Developing pipelines to improve asset creation and expand creative teams
- Efficient and organized, able to self-direct and continuously improve workflows
- Highly skilled at both 2D and 3D animations

EXPERIENCE

Brand Manager and Lead Designer | Doc Brown's

DEC 2020 – CURRENT

- Designed and developed an e-commerce website for a new CBD company
- Planned and executed on-brand marketing campaigns through social media, newsletters, and the website
- Created pipelines, organization, and documentation used to expand projects across teams
- Engaged with affiliates to promote our brand across their websites and newsletters
- Collaborated with executive team to create and guide brand identity and developed brand identity guides for employees and vendors and worked with contractors to maintain brand identity through all deliverables
- Created all print and digital assets including product packaging, social media posts, and newsletters

Freelance Animator and Designer

AUG 2012 – DEC 2020

- Designed and implemented game-ready characters and animations for independent game studios.
- Created animated explainer videos and product reels for CPG companies
- Created 2D animations in a variety of styles for music videos and a new online comedy series
- Designed and implemented e-commerce-ready websites and marketing materials for new and existing companies

Animation Designer | Microsoft

MAY 2011 – OCT 2011

- Designed and implemented animations for avatar across Microsoft platforms including phone, web, and Xbox 360
- Created custom avatar models and animations for special events and promos

Sr Character Animator | Sony Online Entertainment

DEC 2006 – MAY 2011

- Created promo and in-game animations for The Agency, next-generation shooter/MMO title
- Worked extensively in Maya, Unreal, and Blender using a combination of motion capture and keyframe animations
- Rigged, weighted, and animated environmental objects and vehicles
- Created the pipeline to share animations across weapons models and systems
- Developed documentation on animation systems for training new hires

Character Animator | FASA Studios

APR 2006 – DEC 2006

- Created in-game character animations for a next-generation first-person shooter Shadowrun for PC and Xbox 360

Character TD | Proxima

JUN 2005 – FEB 2006

- Worked on the development of an Italian 3D animated series, The Chronicles of Gino
- Responsible for rigging, weighting, textures, lighting, and rendering for the development of characters for use in pitches and promos

Character Animator | Digitrace

APR 2005 – JUN 2005

- Created character animations and lip-sync for the Italian animated feature “La Storia Di Leo”
- Worked on 3D animations for TV commercials for Ferrero
- Developed seasonal greeting card animations for use on mobile devices

2D/3D Game Artist | Vicarious Visions

DEC 2001 – FEB 2003

- Project Coordinator, Assistant Game Designer, and 2D/3D Animator for GameBoy Color and GameBoy Advance titles
- Worked with producers and a team of artists to design and execute games on a tight schedule
- Followed animation and character guidelines for licensed content such as Spongebob, Powerpuff Girls, and The Muppets



EDUCATION

Vancouver Film School

Diploma in Animation | 2003 - 2004

Rensselaer Polytechnic Institute

Bachelor's in Communications | 1998 - 2001