Emma Ayala
Animation, Motion Graphics, & VFX
☎ 443-564-1102   ✉ ayala1@umbc.edu

Education

University of Maryland, Baltimore County (UMBC)   *May 2019*
BFA - Visual Arts, Animation Concentration, Minor: Cinematic Arts
Linehan Arts Honors Scholar, GPA 3.67

Employment

Baltimore School for the Arts   *Oct. 2018–present*
Educator in the Visual Arts & Film Departments

- Teaches Motion Graphics & Compositing (10th Grade), Animation I (9th Grade), Digital Imaging (9th Grade), Production Studio I & II (9th & 10th Grade), 8th Grade Visual Arts, 7th Grade Film & Visual Storytelling, and 5th & 6th Grade Technology Sampler Class
- Created pre-recorded lessons and instructional videos

Maryland Institute College of Art (MICA)   *June–July 2020*
Adjunct Faculty
    Hired to teach Animation course for MICA pre-college
    (canceled due to COVID-19)

Freelance

Lookbook for Turf Valley (Web Series)   *Aug. 2020*
Created series lookbook for Oscar-nominated director Adam Rodgers
Created engaging page spreads with illustrated cover and character portraits

VFX & Animation in "The Art of Time"   *Jan. 2020*
Created and composited futuristic UI animations and holograms
for short film

Awards

Saul Zaentz Innovation Fund Fellowship   *2020*
Selected for the 2020 cohort of SZIF Fellows
as Director and Animator of The Corpse Flower

UMBC Undergraduate Research Award   *2017*
Received juried grant of $1500 to study Strata Animation

Extracurricular

Leading Officer of Filmmakers Anonymous   *2017-18*
Managed large scale events, weekly meetings & online media
Created presentations on filmmaking techniques and concepts
Established visual identity for the organization

Technical Skills

Animation	- 2D-Animation, Motion Graphics, Stop-Motion Animation, Storyboarding, Handdrawn and Puppeted Character Animation, Rotoscoping - Experimental Animation: Charcoal Animation and Strata Animation
Video	- Video Editing, Motion Tracking, Compositing, Chroma Keying, Color Correction, Particle and Lighting Effects
Illustration	- Observational Drawing, Concept Art, Scenic Painting, Character Design, Cartooning, Digital Painting and Photo Compositing
Software	- Adobe Creative Cloud (Photoshop, After Effects, Animator, Character Illustrator, Premiere, Animator, Audition, InDesign) - Clip Studio Paint, Dragonframe, Storyboarder, Maya, Mudbox, Zbrush, Blender
Language	- Spanish (Spoken and written proficiency)