

Gloria Fish

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STORY / VISUAL DEVELOPMENT / LAYOUT / VOICE ACTING / ANIMATION EXPERIENCE

Layout Artist, Voice Actor, Prop Modeler, Shining Isle Productions, Franklin, TN, 2025– 2026

- Set up character, camera and prop layout for animators on [The Wingfeather Saga](#).
- Contributed voice acting and prop modeling.

Story Artist, Motion Capture Assembly Artist, Crystal Dynamics. Remote, Austin, TX, 2024 – 2025

- Created storyboards and animatics for cinematics and gameplay for [Tomb Raider](#) Catalyst.
- Assembled performance capture with in-game cinematics and set up camera layout for animators.

Character Designer, Story Artist, Voice Actor, Lawrence of Avillion, Remote, Nashville, TN, 2025

- Designed and voiced Molly for Phillip Burnett's Lipscomb Animation Master's film/2D show pitch.
- Introduced innovative ideas to enhance stakes within the climax and storyboarded the finale.

Cinematic Story Artist, Layout Artist, Animator, Ascendant Studios. Remote, San Rafael, CA, 2021 – 2023

- Created storyboards and animatics for cinematics and iterated on feedback from directors.
- Established cinematic layouts with strong staging and composition.
- Animated hit-reacts for gameplay and assembled body and facial motion capture.
- Implemented animation polish and bug fixing in Maya and Unreal Engine 5.
- Designed and illustrated Emojis for the marketing team and [Immortals of Aveum](#) Discord server.

Director, Story Artist, Animator, Illustrator, Voice Actor, Team Sea3on, Remote, 2019 – 2021

- Storyboarded and edited animatic full 21-minute pilot episode.
- Applied creative direction with background illustrators to maintain high quality and consistency.
- Contributed visual development, animation, illustrative work, voice acting and marketing content.

Character and Prop Designer, Nuru Kids Entertainment Animation, Remote, 2021

- Designed a lineup of 6 characters for Ashley Kibali on *Super Nuru Kids* and *Salma the Swahili Princess*.

EDUCATION

Ringing College of Art and Design, Sarasota, FL.

- BFA, Computer Animation, May 2021. Created multi award-winning short film "[Chasing Light](#)."

TECHNICAL SKILLS

- Storyboarding, Editing, Layout, Motion Capture Assembly, Animation, Lighting, Compositing.
- Concept Art, Character Design, Illustration, Modeling, Texturing, Visual Development, Voice Acting.

SOFTWARE EXPERIENCE

- Photoshop, Premiere Pro, Procreate, Maya, Blender, ZBrush, Unreal Engine, Nuke, After Effects.

ACCOMPLISHMENTS

- Original short film "[Chasing Light](#)" awarded Best Animation by EdiPlay International Film Festival and Best Super Short animation by AltFF Alternative Film Festival, Finalist for Austin Action Fest & Market, New York Cinematography AWARDS, Semi-Finalist for Rome Independent Prisma Awards and Quarter-Finalist for Animation Studio Festival. Awarded best actress in the district of Parker County. Member of National Honor Society.