

# GREGORY GARAY

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Storyboard Artist + 2D/3D Animation Filmmaker + Educator based in Los Angeles.

## EXPERIENCE

**Feb 2024 – Present**

**Storyboard Revisionist | SHADOWMACHINE | Los Angeles, CA**

Provide revisions to storyboards across all teams based on Director's & Showrunner's feedback. Notes on framing, hook ups and overall cleanup for this unannounced 2D animated comedy.

**Sep 2022 – Present**

**Adjunct Assistant Professor | USC School of Cinematic Arts: Expanded Animation Division | Los Angeles, CA**

Teach the ideology, philosophy, production of animation to my students with a focus on decentralized learning as a pedagogical practice. In the fall I teach the Animated Art & The Principles of Motion and in the spring, I teach Production 1, the first full production students produce in our program.

**Oct 2021 – Nov 2022**

**Storyboard Revisionist & Assistant Animator | Eyes of Wakanda @ Marvel Animation | Los Angeles, CA**

Provided revisions centered on framing, hook ups and overall cleanup for this unannounced 3d animated limited series. Created and led a storyboard pro training program for the executive producer and episodic directors.

**Feb 2021 – Feb 2022**

**Animation + Art Director | A Cow in the Sky @ A May Sky Productions | Los Angeles, CA**

Provided storyboards, animation, style frames, and led a team of twelve that included in-betweeners and visual development artists for a documentary project called a Cow in the Sky.

**Jan 2021 – April 2021**

**Storyboard Artist | Groove Tails @ Imprint Entertainment | Los Angeles, CA**

I create and pitch storyboard sequences for this animated feature film.

**Mar 2020 – Dec 2020**

**Storyboard Artist + Illustrator | The Loyola Project @ O'Malley Creadon Productions | Los Angeles, CA**

Provide storyboards, illustrations, & style/design exploration for The Loyola Project.

## EDUCATION

**MFA in Digital Arts and Animation (Class of 2020) | USC School Of Cinematic Arts: John C. Hench Division of Animation + Digital Arts**

**BFA in Fine Arts | Computer Graphics (Class of 2006) | New York Institute of Technology**

## SKILLS

- Storyboard Pro 2020
- Adobe Photoshop
- Toon Boom Harmony
- TV Paint
- Moho 14 Pro
- Maya
- Cinema 4D
- Blender
- Unreal Engine
- Adobe CS Suite