Avery Gabel

2D Animator

Skills

2D Animation

- Created many animated projects in free time
- Focused in character animation

Character Design

- Created many original characters in free time
- Focused in creating animation-friendly designs
- Interested in conveying characters' personalities through shape language and color theory

Proficient Programs

- Toon Boom Harmony
- Adobe Animate
- OpenToonz
- Krita
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere Pro

Education

Bachelor of Arts in Digital Arts and Sciences - AUGUST 2021 - PRESENT University of Florida, Gainesville, FL

Activities

Digital Worlds Student Ambassador at the University of Florida

NOVEMBER 2024 - PRESENT

- Coordinated with staff of the University of Florida's Digital Worlds Institute to help recruit for its degree programs
- Answered questions from and provided guidance to prospective students (especially those interested in pursuing 2D animation)

Bachelor of Arts in Digital Arts and Sciences (BADAS) Society Officer at the University of Florida AUGUST 2023 - PRESENT

- Volunteered time as tech coordinator and later, as tech lead
- Answered questions from club members regarding coursework, software recommendations, and technical issues
- Coordinated and hosted Zoom meetings during in-person events for online club members to tune into