Maura Golab

3D Animator

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Intro

Maura Golab is a 3D animator with a special interest in fantastical or animal movement. Shown in her three completed short films, she has always connected with the idea of exploring scenes and movements. She enjoys the challenge of working with a team to create more complex projects, but is very capable of working independently.

Accomplished In

Autodesk Maya, Unreal Engine 5, Houdini, Adobe After Effects, Adobe Premiere Pro, Adobe Substance 3D, Procreate

Projects

Maura has completed three films, including conceiving the plots, storyboarding, modeling, animating, rendering, compiling, and editing.

Checked Out - Capstone Short Film

Maya, Arnold, Unreal Engine, After Effects

- Collaborated with a sound designer and a character modeler, trading skills on each other's films
- Moved assets (models, skeletons, animation sequences) between Maya and Unreal

Bound - Short Film

Maya, Arnold, After Effects, Premier Pro

- Focused on giving and receiving group critique on story and visual style
- Retopologised several dense meshes to streamline render time

CaptiveAte - Short Film

Maya, Arnold, After Effects, Premier Pro

- Animated three full characters
- Modeled and lit every object seen in the film

Experience

Art Camp Counselor

City of St. Peters Cultural Arts Center

- Created new ways of teaching various artistic principles
- Communicated with parents and students
- Organized lesson plans for students with a range of special needs

Private and Group Swim Lessons

Private

- Managed a 40+ year business in its owner's absence
- Arranged complicated scheduling for four employees and over 150 students
- Oversaw and participated in lessons at five locations, personalized to the student

Education

Rochester Institute of Technology (RIT) Bachelor of Fine Arts, Film and Animation Magna Cum Laude, Dean's List 2020-2024 2023-2024

2022-2023

2021-2022

summer 2018-2019

summers of 2018-2019, 2022-2024