



CAROLINA RAPP

MULTIMEDIA ARTIST



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<https://beacons.ai/rapp.productions>

Experience

Short Film "Memento Mori" Environment Modeling Artist

March 2025 - May 2025

- Created final environment assets and set dressing from scratch based on provided image reference to best fit the film's tone under directors guidance utilizing blender

Short Film "The Long Suffering and The Slick" Previs Artist

February 2025

- Interpreted provided storyboards to a blocked-out 3D landscape for 2D animated film to use in assistance to perspective usage and staging clarity

Short Film "Let's Get Kraken" 3D Layout Artist

October 2023 - January 2025

- Utilized Maya's camera sequencer to refined cinematic staging, dynamism, composition, motion, and editing to best fit the film's tone under directors guidance
- Created rough proxy models/rigs to efficiently prioritize clarity of film concept

Short Film "Superstitious" Co-Director

March 2022 - May 2023

- Created shot list, layout files, and filing system in tandem with Production Manager for downstream production working on six-minute film
- Managed team of 12 in a fast-paced, dynamic environment, through the 3D animation Pre-, Post-, and Hybrid production pipeline
 - Additional Credits: Layout Lead, Marketing/Distribution Co-Lead, Rendering Co-Lead, Character Designer, Asset Modeling Artist, Lighting Artist

Office of Student Involvement Productions Production Crew Member

November 2019 - May 2023

- Technical Director/Camera Operator at live stream events with a 13-person crew
- Organized, shot, and edited photos/video shoots for 20-plus student organizations
- Created motion graphics/special effects for promotional materials of production team

Education

2025 - 2027 **Animation Mentor (AM)**

2023 - 2027 **University of Central Florida (UCF)**

Master of Fine Arts - Emerging Media: Animation and Visual Effects

- Guest Lecturer for Undergraduate program // GPA: 3.78

2019 - 2023 **University of Central Florida (UCF)**

Bachelor of Fine Arts - Emerging Media: Character Animation

- Minor Creative Writing // Dean's List Recipient- GPA: 3.53

Softwares

- Adobe Creative Suites
- Autodesk Maya
- Blender
- Houdini
- Microsoft Suite
- Nomad Sculpt
- Nuke
- Pixar RenderMan

Languages

- English
(Native)
- Spanish
(Fluent)
- American Sign Language: ASL
(Beginner)

Organizations

ACM SIGGRAPH

- Early Career Development Mentorship: 2025
- Vancouver Team Lead: 2025
- Tokyo Student Volunteer Productions: 2024
- Denver Team Lead: 2024
- Chapter Co-Chair: 2023 - 2025

WOMEN IN ANIMATION (WIA)

- WIA Mentorship Circle: Habits for Peak Performance