

# Dylan Gallup

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## Summary

My goal is to better the world through multimedia storytelling. I am driven to work on ambitious projects and complete them with high quality. Tech-savvy creative with a positive attitude!

## Experience

### Freelance: Motion Graphics

November 2020 - Present

- 2D and 3D motion graphics design for a variety of projects
- Creative direction for GAP's Gap Threads NFT line
- Working with other artists, illustrators, and sound designers to bring client's vision to life

### Core Studio: Animator / 3D Artist

November 2017 – November 2020

- Learned every and any software that could help with our motion graphics/VFX work
- Worked often with large screen LED arrays on graphics in front of audiences
- 2D and 3D motion design on a range of advertisements, entertainment media, product announcements, and art installations
- Technical direction on several projects, created procedural data-based graphics
- Directed and collaborated with freelancers, oversaw multiple smaller projects
- Responsible for stop motion 3D printing, VR and AR technologies
- IT and scripting support – implemented technologies to improve workflow

### Mechanics' Institute: AV and IT Technician

August 2017 – November 2017

- Oversaw audio and visuals for Facebook Live events using Open Broadcaster Software
- IT support for staff and public computers. Updated software and systems, migrated machines and created guides to describe solutions to common issues

### Slugworks Animation: Founder

April 2015 - June 2017

Student-run animated short film program at UC Santa Cruz

- Trained new members in Adobe Premiere, Synfig, Blender, production cycles, audio, writing, visual aesthetics, animatics, and leadership
- Conducted outreach for viewers and members through tabling, flyers, and social media
- Facilitated creative discussion, crafted screenplays, created storyboards and animatics
- Oversaw the organization of multiple concurrent 15-week and 1-week productions

## Relevant Skills

Houdini FX  
Blender  
Maya

After Effects  
Redshift 3D  
Nuke

Unreal Engine 4  
Python / C / C++ / C#  
Git / Github / Perforce

## Education

University of California, Santa Cruz  
Bachelor of Arts in Computer Science

September 2013 - June 2017