

Jessica Cutrell

WORK EXPERIENCE

Visual Effects Designer - Disney Live Entertainment 2025 – Present

Walt Disney Company - Orlando, FL

- Designed and produced high-quality 2D and 3D digital media content for Disney theme parks, events, and shows using Adobe After Effects, Cinema 4D, Maya, and Unreal Engine tools.
 - Created visual effects and motion graphics that enhanced editorial storytelling and immersive guest experiences across global Disney Live Entertainment platforms.
 - Collaborated cross-functionally with producers, creative leads, technical teams, and external vendors to ensure seamless integration of visual media into live entertainment productions.
 - Executed rendering, quality control, and file delivery using department render pipelines, ensuring content met performance, resolution, and technical standards.
- Contributed to concept development and asset creation for projection mapping, digital sets, and themed entertainment content with a focus on narrative cohesion and visual impact.
- Applied strong understanding of digital compositing, keying, roto, and post-production workflows to support complex media productions.

Computer Animation Career Advisor 2024 – 2025

Full Sail University - Winter Park, FL

3D Animation Professor 2023

DAVE School - Orlando, FL

3D Animator | 'The Sims 4' 2021 – 2022

Maxis - Remote

- Received credits on two AAA titles, 'Horse Ranch' and 'High School Years,' for 'The Sims 4,' contributing to each game's development pipeline through innovative animation techniques and collaboration with cross-functional teams.
- Animated 15+ unique keyframed character cycles with both bipedal and quadruped rigs, delivering at least three polished cycle variations weekly during project phases.
- Implemented animation and blueprinting within 'The Sims 4' Proprietary Game Engine 'SmartSim', utilizing the state machine setup and integrating with shared storage solutions for seamless collaboration.

3D Generalist / Storyboard Artist / Compositor | Fisher-Price on

'Imaginext'

2018 – 2021

Fisher-Price - East Aurora, NY | Remote

- Collaborated with a team of artists to produce over 10 original 3D animated shorts for the Fisher-Price-operated 'Imaginext' YouTube channel, driving viewer engagement, and working alongside the Director.
- Operated as a Generalist, executing multiple technical tasks at any given time, including 3D Animation, Motion Graphics, Lighting, Rendering, and Compositing. Managed workflow consistently taking on additional tasks

CONTACT

- Winter Garden, FL
 - 727-238-4238
 - jessica.cutrell@outlook.com
- <https://www.jcuttyanimation.com/>
<https://www.linkedin.com/in/jessica-cutrell/>

SKILLS

Video Production:

- *Typing*
- *Video Editing*
- *Motion Graphics*
- *Compositing*
- *Lighting*
- *Storyboarding*
- *Previsualization*
- *3D Animation*

Creative Development:

- *Concept Art*
- *Color Theory*
- *Digital Illustration*
- *Cinematics*
- *Visual Development*
- *Painting*

SOFTWARE

- *Autodesk Maya*
- *Unreal Engine 5*
- *Adobe Photoshop*
- *Adobe After Effects*
- *Adobe Premiere*
- *Adobe Illustrator*
- *Adobe InDesign*
- *3Ds Max*
- *ToonBoom Harmony*
- *Storyboard Pro*

ADDITIONAL SOFTWARE

- *Atlassian Jira*
- *Confluence*
- *Salesforce*
- *ShotGrid*

Operating systems:

- *MacOS*
- *Windows*

such as 3D Modeling, Hard surface Rigging, Organic Rigging, and Concept Art.

- Applied critique from the following clients' intellectual franchises: Walt Disney, Warner Bros, and NBC Universal.

Director / 3D Animator | 'Cocomelon'

2018 – 2019

Treasure Studio Inc. - Irvine, CA

- Animated all types of 3D character animation- including people (bipedal) and animals (quadruped and birds). Also, did layout and previsualization, including camera animation.
- Developed and created an average of 1-2 minutes of keyframe animation weekly, adhering to Video Editing Workflows and Industry-standard video and audio production formats, achieving consistent project deadlines while meeting production workflow efficiency within the team environment.
- Directed and managed a team of Animators and 3D Artists on animated shorts, such as 'My Dog Song', contributing to the creative direction, drawing storyboards, and personally completed 3D Animation for the short film, receiving over 92 Million views.

EDUCATION

Master of Fine Arts (MFA) in Animation

2015 - 2017

Savannah College of Art and Design

Savannah, GA

Bachelor of Fine Arts (BFA) in Fine Arts

2010 - 2014

University of South Florida

Tampa, FL