

# LAURA LYNN GONZALEZ

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## POSITIONS HELD

### PRESIDENT

6/2008-present

#### **Green-Eye Visualization**

121 12th Ave E

Seattle, WA 98102

• Brought in major contracts and a competitive NSF grant throughout 2010 and 2011

• Designed and developed award-winning educational iOS App (e.g. Featured by Apple in the 2011 App Store Rewind and written up in Popular Mechanics)

• Creative Director and 3D Animator for a large-scale immersive 20-minute animated movie

• Responsible for day-to-day operations, hiring and management of contractors, grant administration and reporting, business development, and creative strategy

### CREATIVE DIRECTOR

9/2005-present

#### **Regenerative Medicine Partnership in Education**

Duquesne University

600 Forbes Avenue

Pittsburgh, PA 15282

Provided project organization, management, 3D animations, videography, and research for this NIH-funded educational outreach grant.

### VISITING FACULTY

1/2007-11/2007

#### **Immune System Project Class**

Entertainment Technology Center

Carnegie Mellon University

700 Technology Drive

Pittsburgh, PA 15219

During the spring semester of 2007 we developed a video game demo based upon concepts in evolutionary immunology and emergent immune function.

### CREATIVE DIRECTOR/LEAD ANIMATOR

5/2001-9/2005

#### **Tissue Engineering Planetarium Show**

Pittsburgh Tissue Engineering Initiative

100 Technology Drive, 2nd Floor

Pittsburgh PA, 15219

3D animation for an educational planetarium show on topics in tissue engineering and biomedical research. Concept development, storyboarding, script writing, and video editing and post-production.

## EXPERTISE

- Creative project management and administration
- Technical and artistic pipeline design and customization
- Production in custom video formats
- Interactive educational tools and games
- Rendering and data management
- 2D and 3D Animation
- Production of 2D and 3D Art Assets
- Creation of 3D environments
- Particle systems and other visual FX
- Color and lighting
- Research
- Grantwriting

## SOFTWARE

### Advanced Level:

- Autodesk Maya
- Adobe After Effects, Illustrator, Photoshop
- Unity 3D
- Sony Vegas
- Omnigraffle
- Google Sketchup
- MS Office/Open Office

### Working Knowledge of:

- Adobe Dreamweaver
- CSS/HTML
- Trapcode Particular
- InDesign, Flash
- 3D Studio Max
- Final Cut Pro
- ZBrush & Mudbox
- Microsoft Kinect

## PRODUCTION CAPABILITIES

### Interactives:

- iOS Apps
- Games for PC/Mac

### Video:

- 2D & 3D animations
- Music Videos
- Motion graphics
- HD & Large-format
- Promotional videos

### Graphics:

- Illustrations (2D and 3D)
- Art assets (textures, FX, UI, etc)
- Concept Art
- Diagrams and figures

## EDUCATION

### Carnegie Mellon University

Pittsburgh PA, 1998-2002

#### **Bachelor of Science and Art**

Biology & Fine Art - Concentrations in Electronic and Time-Based Media and Molecular Biology