**Joelle Riccobono**

**Email: Joellericcobono@gmail.com**

 **Work experience**

##### **Survivor - Art Department Props Maker**

*Februrary 2018 - July 2018*

*February 2017 - July 2017*

I worked seasons 35 - 38 of the award winning TV show Survivor. Working in the art department my duties included prop making, sculpting, mold making and casting, scenic design, set dressing, graphic design and more. I made physical props, set decoration for rewards and tribal council as well as made digital graphics for tribe logos and puzzles.

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##### **MTV ex on the beach - Art & Production PA**

*October 2017 - December 15 2017*

General Production Assistant duties for both the art department and production.

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**XTERRA TV Crew**

*October 2018/October 2017*

Worked on the 2017 XTERRA World Championships triathlon TV crew. Camera assistant and general PA duties.

**EA Promos - Graphic Designer**

*January 2016 - August 2016*

Graphic Designer, specifically for screen printing t-shirt designs and other print types. Including working on color separations for multiple processes of printing such as 4-color process(cmyk) and spot color.

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**Freelance**

**-Polaryte Sunglasses:** Head Wardrobe for Infomercial.

**-Bob's Space Racers:** Animation for amusement/arcade game.

**-Team Wolfpack interactive:** 2D & 3D game assets art and animation.

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**JoAnn Fabrics and Crafts**

*November 2014 - April 2015 ​​*

*June ​2008 - August 2011*

Working for a fabric and craft store helped provide a high level of knowledge of different fabric types and art/craft supplies.

##### **Education**

##### **University of Central Florida**

*2011 - 2014*

Bachelor of Fine Arts - Animation

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##### **Skills/Experience**

##### + Prop making/Set dressing

+ Sculpting

+ Mold making & Casting

 -working with different kind of molding materials, silicons, resins, etc.

+ Painting/Drawing

+ Scenic Artist

+ Sewing/Textiles

+ Digital Art, Graphic Design &

 -3D modelling/textures

+Video Editing

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##### **Software**

Adobe Photoshop

Flash

Premiere

Illustrator

After Effects

Autodesk Maya

Mudbox

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