

Joelle Riccobono

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Work experience

Survivor - Art Department Props Maker

February 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.

MTV ex on the beach - Art & Production PA

October 2017 - December 15 2017

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

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.

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.

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

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

Software

Adobe Photoshop

Flash

Premiere

Illustrator

After Effects

Autodesk Maya

Mudbox