



OLIVIA MERCURIO

Storyboards & Visual Development

CONTACT

olivia.r.mercurio@gmail.com
978-875-1349
oliviadraws.com

SOFTWARE

Autodesk Maya	Photoshop
Storyboard Pro	After Effects
Harmony	Premiere Pro
ZBrush	Blender
Clip Studio	Microsoft Office

SKILLS

Storyboards	3D Modeling
Visual Development	Environment Design
Character Design	Rigging
3D Animation	Texture Painting
Compositing	Illustration

AWARDS

Coca-Cola Refreshing Films
Grand Prize Winner 2020
“Let Loose”

Silver Screen Society
Best Short Film 2019
“Time”

Disney Imaginations Competition
Semifinalist 2019
“Traveler’s Bay”

ACTIVITIES

CalArts Character Design Workshop
California Institute of the Arts 2016

Gender Equality Now
Founder and President 2012 - 2015

EDUCATION

Master of Fine Arts Animation

Savannah College of Art and Design
2017 - 2021

Bachelor of Fine Arts Sequential Art

Savannah College of Art and Design
2011 - 2015

EXPERIENCE

Teaching Internship | Savannah College of Art and Design

Spring 2021

Working under the professor, I led the university’s Concept Development for Animation course. I provided daily critique and feedback to the students as well as presenting materials related to visual story development. By the end of the course, the students each produced a pitch that included character and environment designs, mood boards, style frames, color scripts, asset lists, storyboards, and animatics.

Storyboard & Previsualization Artist | “Let Loose”

November 2019 - May 2020

I designed and illustrated each shot of the film starting from thumbnails based on the Director’s and DP’s notes. I then edited those boards into an iterative animatic with a scratch track that I recorded. Due to the intricate VFX required for the shoot, I also created 3D previsualizations of the sets and motion-control camera rig. These elements were constantly revised based on our client’s notes.

Director | “Pleasant Grove”

Spring 2019

I presented a pitch for an animated short film and was selected for production. The film was completed from initial pitch to final screening in 10 weeks. As the Director and leader of a team of 20 students, I managed production schedules and daily critiques as well as contributed to the production of the animation. I worked extensively on the storyboards, previsualization, layout, lighting, rendering, and compositing.

Lead Story Artist | “Time”

Fall 2018

Leading a team of storyboard artists through the completion of a 12-minute-long film, I produced and edited the animatic. Working with the Director, I translated the script into 2D storyboards and 3D previsualizations. Due to the time limitations presented, I also provided concept art including designs for sets, costumes, and props.