RACHEL BERG

Illustrator, Animator, Designer

Location Demotte, IN

Email raebeerose13@gmail.com

Website rachelberg13.wixsite.com/website

EXPERIENCE

Disney College Program: Cast Member
Walt Disney World, Orlando, FL
August 2024 - August 2025
- Engaging with guests to create magical experiences
- Enhancing my customer service skills
- Networking with different disciplines from the Walt Disney Company
- Participated in Disney's, Tech Behind the Dream Networking Session

Designer
Digital Corps, Muncie, IN
December 2021 - May 2024
- Part of the Design Team with the responsibility of creating motion graphics for clients.
- Collaboration with different creative fields
- Storyboard artist and animator for Ball State PBS, *The Loading Zone*

Editorial Designer
Immersive Learning: *STANCE*, Muncie IN
July 2024- May 2024
- Proficient in Adobe Illustrator and InDesign.
- Organized designer meetings and collaborated effectively.
- Conceptualized and designed book covers and splash art.
- Managed and updated *STANCE* website.

2D Designer
Immersive Learning, Minnetrista: *HabiTile*, Muncie IN
January 2023 - May 2023
- Conceptualized and designed creature and prop assets
- Collaborated in game testing sessions
- Utilized Adobe Illustrator

EDUCATION

Ball State University Muncie, IN
- BFA- Visual Arts/Animation (VAAN)
- 2020 - 2024

PUBLICATIONS

Animator
Over The Garden Wall Re-Animation Collaboration, Remote
June 2019- October 2019
- Re-animated scenes from *Over The Garden Wall* for an online collaboration project

Illustrator
Bluey Fanzine Project, Remote
April 2023 - October 2023
- Designed a full page Illustration for an Online *Bluey* Fanzine Project

SPECIALITY

Vis Dev
2D rigging
Illustration
Motion Graphics
Character Design
Modeling/sculpting

PROGRAMS

Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Indesign
Vectornator
Procreate/Dreams
Nomad Sculpt
Substance Painter
Maya
Blender

CERTIFICATES

Adobe Illustrator
Adobe After Effects

LEADERSHIP ROLE

2D Rigging Lead

August 2023 - December 2023
- Oversaw the 2D rigging department during Indie Production.
- Creating tasks and providing tutorials for rigging each character.
- Utilized After Effects, Illustrator, and DUIK.