

Arielle Steele

3D Character Animator/CG Generalist

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Previous Work Experience

Steamroller Animation Studios Junior Animator, Remote | January 2026 - Present

» Animating cinematic cutscenes and gameplay performances for upcoming game, *Horizon Hunters Gathering*.

Element Animation Freelance Animator, Remote | May 2025 – January 2026

» Animated for official *Minecraft* trailers and *Element Animation* originals.

AnimWizards Freelance Animator, Remote | May – July 2025, October – November 2025

» Animated on CG cinematic short for *Mobile Legends: Bang Bang*.

» Worked on blocking for sequence in upcoming feature film from *Light Chaser*.

Chandler LA Studio Freelance Animator, Remote | January – March 2025

» Animated stylized CG character for 25 second *Valentine's Instagram* reel.

» Created several cycles and poses for character animation library.

AnimWizards Freelance Animator, Remote | October – November 2024

» Animated for various clients (*Honor of Kings*, *The Hidden Ones*) – hand-keyed and mocap work.

Chandler LA Studio Freelance Animator, Remote | September – October 2024

» Animated stylized CG character for 25 second *Halloween Instagram* reel.

Zombie Studio Freelance Animator, Remote | May – July 2024

» Animated several shots for a character-focused short film commercial, "*ENBD: Financial Wellness*."

Walt Disney Animation Studios Apprentice Animator, Burbank, CA | Oct 2022 – August 2023

» Animated shots and crowd cycles for the feature film "*Wish*".

» Completed 3 months of training with WDAS mentors before promotion to working on features.

Walt Disney Animation Studios CG Animation Intern, Remote | May – August 2021

» Animated for the short film "*June Bug*" with a team of production interns over the course of 12 weeks.

» Worked under the guidance of mentors from WDAS's animation department.

Amerra Inc. Intern, Remote | June – October 2020, December 2020 – May 2021

» Rigged and animated human models for a virtual reality surgical environment.

» Animated medical procedure and composited client's demonstrational video.

Education

Bachelor of Science – Visualization | Game Design Minor

» Texas A&M University, College Station, TX | Graduated May 2022 Magna Cum Laude

Skills

Software, OS, and Coding Languages

» Maya | Adobe Creative Suite | Blender | Unreal | Unity | Microsoft Office

» Windows | Mac | Linux » Python | MEL | C++

Organizations

Texas A&M ACM SIGGRAPH | August 2018 – June 2022

» President, July 2021 – June 2022 | Vice President, July 2020 – July 2021 | Secretary, January 2020 – July 2020

Exhibition Awards

Austin Under the Stars Film Festival | October 2022

» Individual animated short "*Sun-Baked Summer*" – Official Selection, won Best Student Animated Short