



marissa muro

LAYOUTS
& VISDEV

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EXPERIENCE

Warner Bros. Animation Los Angeles, CA
Visual Development Artist

JUNE 2022 - MARCH 2023

'Scooby Doo! and the Mystery Pups'

Designed props and characters for a 3D animated preschool program, taking my own concepts from sketch to color design to turnaround as well as fleshing out initial concepts from our art director.

AUGUST 2020 - JUNE 2022

'Gremlins: Secrets of the Mogwai'

Worked primarily on 2D painted backgrounds for our hybrid 2D/3D show, with frequent crossovers onto the design side for 3D characters and props.

Hasbro Toys Providence, RI
Visual Development Co-op

JANUARY 2018 - MAY 2018

Built animated pitch decks and physical product prototypes, edited videos, storyboarded play patterns, and designed characters, their toy applications, and their packaging, for both new and existing IPs.

EDUCATION

Savannah College of Art & Design Savannah, GA
BFA in Animation with a minor in Sequential Art

SUMMA CUM LAUDE | CLASS OF 2020

Additional relevant course experience in film and television production, painting, and photography.

PROJECTS & PUBLICATIONS

Disney Imaginations Competition 2018
Semifinalist

Art directed and composed the narrative of the 'Song of Zambezi' collaborative project for Disney Imagineering's annual nationwide interactive experience design competition.

'Ricanstruction' 2018
Contributing Illustrator

Contributed illustrations to the DC-supported anthology for hurricane relief to Puerto Rico.

SOFTWARE

Adobe Photoshop

Adobe Illustrator

Adobe Animate

Adobe After Effects

Adobe Premiere

Substance Painter

Zbrush

Maya

TV Paint

Toon Boom Harmony

Storyboard Pro

Microsoft Office Suite

Procreate

STUDENT FILMS

'A Wolf in Sheep's Clothing' 2020

Directed by Brooklyn Hammond

3D and 2D visual development artist

'Dung Love' 2020

Directed by Christine Veverka

2D background painter and
clean up animator

'Days of Being Wild' 2019

Produced by Emille Johnson

Color artist, character designer,
storyboarder, 2D animator

'Sofar' 2019

Directed by Charlotte Pang

2D Character designer

'Effortfish' 2018

Directed by Tomas Vallecillo

2D Background artist