

# DANI GREIF

2D & 3D ARTIST • THEMED EXPERIENCE DESIGNER • ANIMATOR

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## SUMMARY

Versatile 2D and 3D artist fluent in Adobe programs, Toon Boom products, ZBrush, Maya, and Revit. Strong interpersonal and leadership instincts, ambitious, a true team player, and eager to keep learning. Ready to join a team that turns fantasy into reality. Background in Fine Arts Animation and 3D Modeling; currently a Themed Experience graduate student.

## EDUCATION

**University of Central Florida** ORLANDO, FL • EXPECTED 2027

*MS Themed Experience* • GPA 4.0

**Universal Creative Lab with UCF** ORLANDO, FL • SPRING 2026

Worked alongside Universal Creative professionals and UCF instructors on guest experience, attraction design, production, and pitching an attraction.

**University of South Florida** TAMPA, FL • MAY 2025

*BFA Animation & 3D Modeling* • GPA 3.98

## SKILLS

ADOBE PHOTOSHOP

ADOBE AUDITION

ADOBE AFTER EFFECTS

REVIT

ZBRUSH

MAYA

TOON BOOM HARMONY

TOON BOOM STORYBOARD PRO

ACRYLIC

MURALS

CHALK

## WORK EXPERIENCE

**Tampa Museum of Art** TAMPA, FL • MAY - AUG 2025; MAY - AUG 2026

*Animation Teacher*

- Mentors kids and teens through personal, story-driven creations with strong leadership, clear communication, and patience.
- Solves problems creatively while managing many personalities and projects simultaneously.
- Maintains compassion, critical thinking, and calmness in a high-energy environment.

**Ruth Eckerd Hall** CLEARWATER, FL • MAY - AUG 2024

*Assistant Art Director* • *Teacher*

- Adapts to spontaneous changes while crafting props for camp productions and alumni theater.
- Collaborates or operates independently to deliver creative story ideas for props and show pieces.
- Delivers consistently under tight timelines.
- Fabricates physical show props, 2D color illustrations, and storyboards.