

# Nicholas Alloca

Art Portfolio and Demo Reel: [NickAlloca.com](http://NickAlloca.com)

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## PROFESSIONAL SUMMARY

An enthusiastic animator seeking an entry-level position in the animation field. Passion and dedication shine through in my senior thesis, which I single-handedly crafted while attending the prestigious Ringling College. This short film showcases proficiency in animation principles and software such as Maya, Nuke, and Premiere Pro. You can check it out at [NickAlloca.com](http://NickAlloca.com). With proven organizational and leadership skills through my time as the Office Manager of a major Boy Scout Camp, an extensive artistic skill set and an unyielding work ethic, I am ready to become a standout member of your team.

## SKILLS/PERSONAL

**Software:** Proficient in Maya, ZBrush, Adobe Photoshop, Adobe Premiere Pro, Nuke, Substance 3D, Microsoft Office

**Art/Animation:** Strong Artistic and Creative skills, Understanding of Animation Principles, Character Animation, Creature and Vehicle Animation, Rigging, Visual Storytelling, Graphic Design

**Personal Development:** Communications Skills, Organization and Planning, Project Management, Detail Oriented, Attention to Detail

## ANIMATION EDUCATION

**Computer Animation Student**, Ringling College of Art & Design, Sarasota, FL, September 2020 - May 2024

*While enrolled in the Computer Animation Major, developed various animation and storyboarding projects.*

- Independently produced a two-minute short film featuring fully animated characters and vehicles, as well as various particle effects and a coherent story, all demonstrating an understanding of the animation pipeline.
- Executed the process of designing, modeling, rigging, animating, lighting and compositing various Bipedal characters in 10 to 20 second films with proper weight, physics and emotions.
- Storyboarded multiple potential films varying in length from 40 to 75 seconds in length.
- Studied and provided proof of understanding of Animation Principles in 2D and 3D media.
- Learned proficiency in numerous software including Maya, Zbrush, Nuke, Premiere Pro and Photoshop.

**Creature Animation Mentorship**, IAnimate.net, January 2025 - Present

*While enrolled in the IAnimate Creature 1 workshop, developed an understanding animating quadrupedal locomotion.*

- Produced various animations of quadrupedal animals, beginning with walk cycles and progressively getting more advanced.

## WORK EXPERIENCE

**Office Manager**, Camp NoBeBoSco, Blairstown, NJ, Summer 2023 – Summer 2024

*Manager of the central camp office of Camp NoBeBoSco during the summer camping season.*

- Developed various graphic logos for the camp to sell on merchandise in the camp's Trading Post.
- Designed and produced over 200 nametags based on the seasonal theme per summer.
- Photographed and compiled photos from weekly camp events into a 15-minute slideshow at the end of each week.
- Performed various managerial tasks and led multiple teams ranging from 3 to 50 staff members on numerous camp projects.
- Received the Bill Kane Scholarship, one of the highest honors at the camp, for exemplary work ethic and dedication.

**Assistant Director of Outdoor Engineering**, Camp NoBeBoSco, Blairstown, NJ, Summer 2021 – Summer 2022

*Managed, developed and overhauled the fledgling Outdoor Engineering program to offer a variety of merit badges.*

- Innovated, implemented and taught merit badge programs for Cinematography, Photography and Robotics.
- Received the Program Director Award in 2022 for exemplary work ethic and dedication.