Brittany Marisco

2D/3D Animator and Designer
Denver, CO
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LinkedIn: Brittany Marisco

EXPERIENCE

Applovin Corporation, Remote —Senior 2D/3D Designer

January 2021 - July 2025

- Designed and developed 2D and 3D playable and video ads for mobile gaming, non-gaming, App Store Optimization Assets (ASO), Connected TV (CTV), and E-Commerce
- Stepped into a leadership role managing a cross-functional team of designers and developers by delegating and approving tasks, providing creative direction, tracking monthly output, pipeline optimization, and ensuring timely project delivery
- Managed and mentored interns, providing guidance, training, and feedback
- Assisted in the hiring process of a team manager and onboarding of new employees
- Oversaw vendor outsource work to ensure quality and alignment with project goals
- Managed game titles, coordinating creative assets and production timelines across teams
- Collected and analyzed performance data to inform iterative design improvements and boost campaign performance by optimizing ads
- Participated in weekly brainstorms, following up with translating ideas into actionable tasks for the team

Freelance, Remote

2021- PRESENT

- Hinge - Nuke Editing
- Just Ingredients - Created Banners and LED screens for Sports Arenas

Gramercy Park Studios - Hogarth, New York City— *3D Animator*

June 2019 - November 2020

- Collaborated with a team for fast turnaround production
- Created full spots from concept to completion
- Created 3D assets for projects
- Performed camera tracking and compositing for seamless integration of visual elements

Neighbor Animation, Minneapolis — *Intern*

May 2018 - August 2018

- Created a short live-action integrated film, compositing CG characters into footage shot in-house utilizing visual storytelling skills
- Assisted with 3D Design + Animation for various clients

EDUCATION

School of Motion, Remote — *C4D Basecamp*

Winter 2021

Ringling College of Art and Design, Florida— *Bachelor's in Computer Animation*

August 2015 - May 2019

Worked with a partner to create a CG Animated short film from start to finish including: Character Animation, Concept Development, Storyboarding, Modeling, Rigging, Texturing, Lighting, Compositing, Visual Effects, and Sound Design

PROGRAMS

Adobe Suite: Photoshop, After Effects, Acrobat, InDesign, Premiere, Media Encoder

3D: Autodesk Maya, Blender, Cinema 4D

AI: ChatGPT, Dall-E, Runway, ElevenLabs

Other: Figma

SKILLS

Animation
Video Editing
Motion Design
Management
Playable Design
Compositing
2D Graphics
Tracking
Asset Building
Lighting

NOTABLE CLIENTS

TikTok
Pinterest
Instagram
Walgreens
Duolingo
Victoria's Secret
Royal Match
Pfizer
Starbucks
Monopoly GO!
Words With Friends
And More...

VOLUNTEER

SIGGRAPH 2018

Student Volunteer