

# Taylor Leap

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Passionate visual storyteller specializing in CG, VFX, and Motion Design.

## SELECTED PROJECTS

### Director – *Lambda* – Independent Short Film (2025)

- Directed a live-action short film on an airplane, leading an 18-person crew through significant technical and safety constraints.
- Managed all aspects of pre-production, on-set direction, and post-production to deliver the final film.

### Lead Animator/Co-Creator – *The Adventures of T-Pose and The Renovators* – Independent Short Film (2024)

- Collaborated as part of a small creative team of three on concept development, storyboarding, character design, and animation.
- Developed original characters and animated sequences using 2D/3D animation software.
- Shared equal responsibilities in the creation process, from initial pitch to final render.

## EXPERIENCE HIGHLIGHTS

### Intern

#### *RefugeVFX – Portland, OR* – October 2025 - December 2025

- Produced a photorealistic axolotl asset for live-action use, implementing supervisor feedback to refine texture maps and shading within the designated internship production window.
- Utilized Nuke to integrate 3D elements into live-action plates, focusing on color matching and edge refinement to achieve photorealistic results.
- Navigated the full production pipeline from pre-production through post, engaging with departmental supervisors to ensure all 3D and compositing deliverables met studio standards.

### Intern

#### *Catch and Hatch Studios – Portland, OR* – July 2025 - August 2025

- Utilized Adobe After Effects and Illustrator to create a 2D character turn, executing a fluid 180-degree rotation that was approved by the Animation Director in the first round of revisions.
- Managed character rigging for two unique assets and demonstrated proficiency in the application's native rigging software to achieve final animation.

### General Worker

#### *Dicks Color Center – Portland, OR* – June 2021 - August 2024

- Orchestrated the movement of paint supplies across six store locations, shipping an average of 4 inventory transfers per week, leading to a 10% increase in order fulfillment efficiency.
- Executed strong communication skills by assisting the needs of new and returning customers daily.
- Collaborated with a team of 2 peers to deliver over one thousand gallons of paint to a customer in under 2 hours.

## EDUCATION

### B.A. in Cinematic Arts – Animation

#### *George Fox University, Newberg, OR*

- **Graduated:** December 2025
- **GPA:** 3.56

## SKILLS

- 3D Modeling & Texturing	- Adobe Creative Suite (Photoshop, After Effects, Illustrator, Premiere)
- Digital Compositing	- Blender
- 2D/3D Animation	- Autodesk Maya
- Character & Environment Design	- 3DS Max
- Storyboarding & Visual Development	- Zbrush
- UI/UX Design	- Toon Boom Harmony
- Unity	- Nuke
- Substance Painter	- Davinci Resolve