



# MOLLY PARSONS *they/them*

CG Generalist + Modeling + Rigging + Surfacing

[mollyparsonscg@gmail.com](mailto:mollyparsonscg@gmail.com)

Portfolio: <https://mibbly.portfoliobox.net/>

LinkedIn: [/molly-nicole-parsons](https://www.linkedin.com/in/molly-nicole-parsons)

## EDUCATIONAL EXPERIENCE

---

**Ringling College of Art + Design**, Sarasota, FL, September 2020- May 2024

- Bachelor of Fine Arts in the Computer Animation department
- Minor in Creative Writing

**Women in Animation Circles**, Remote, October 2024- February 2025

- Selected for a 3-month mentorship under an industry professional, participating in group crits, projects, and more. Using programs such as ZBrush and Maya

## CG EXPERIENCE

---

**Contract 3D Generalist**, Serious Point Games, Remote, April 2025-Present

- Modeling and rigging assets for their upcoming game, *The Ski Lodge Murder*
  - Focusing on creating low-poly assets and hero props to be featured in game environments

**Contract Storyboard/Concept Artist**, Hey Bear Sensory, Remote, April 2025-Present

- Creating storyboards, animatics, and concept visuals for Hey Bear Productions on an unannounced project.
  - Assisting in writing the story for the project, drafting the timeline, as well as ideating.

**Freelance CG Animator/Concept Artist**, Hey Bear Sensory, Remote, May 2024- April 2025

- Animating for the Hey Bear Sensory YouTube channel with 3.27M subscribers and 2.59 billion views
  - Using provided rigs to create soothing videos to aid children's bedtime routine
- Developed future projects for the Bedtime channel through storyboarding and concept art
  - Developed personality guides, animatics, visual development packets, and concept maps

**CG Artist**, Pendog Productions, Volunteer, Remote, December 2024- April 2025

- Creating 3D animations and rigs for the Pendog Creative Library ARG
  - Working with clients with little to no background in CG art, as well as teaching CG art concepts and techniques to the art team

## TEAM MANAGEMENT EXPERIENCE

---

**Orientation Coordinator**, Ringling College of Art + Design, Sarasota, FL, December 2021 - October 2022

- Promoted from the role of Orientation Leader
- Part of a team of 4 in charge of hiring, training, scheduling, and organizing the events for New Student Orientation 2022
  - Made on-the-spot solutions for problems, adapted to a high-stress working environment with a limited time frame.
- Primary liaison for vendors, students, and faculty for questions and information about Orientation Week

## SKILLS

---

**Software:** Autodesk Maya, Adobe Creative Suite, Figma, Substance Suite, Advanced Skeleton, Arnold Renderer, Nuke, XGen, ZBrush, Blender, GreasePencil, Linux, Windows, Mac IOS, Mari, Houdini, NParticles, Bifrost, Unreal Engine

**Language:** Fluent in English; Basic Knowledge of French