

Avery Gabel

2D Animator

Skills

Avery Gabel

gabelavery107@gmail.com
royaluci.com

2D Animation

Focused in character animation. Created many animated projects in spare time.

Character Design

Focused in creating animation-friendly designs. Created many original characters in spare time. Interested in conveying characters' personalities through use of shape language and color theory.

Program Proficiency

Proficient in industry-standard 2D-animation software (e.g. Toon Boom Harmony, Adobe Animate, Adobe Photoshop, Adobe After Effects, and Adobe Premiere Pro). Experienced in troubleshooting software.

Education

University of Florida / Bachelor of Arts in Digital Arts and Sciences

AUGUST 2021 - MAY 2025, GAINESVILLE, FL

Graduated summa cum laude (3.9 upper-division GPA).

Experience

Course Assistant for DIG3313C: Principles of 2D Animation / University of Florida

JANUARY 2025 - MAY 2025, GAINESVILLE, FL

Coordinated with instructor Chelsea Cantrell at the University of Florida to provide individualized critique and technical support to students.

Extracurriculars

Student Ambassador for Digital Worlds Institute / University of Florida

NOVEMBER 2024 - MAY 2025, GAINESVILLE, FL

Coordinated with staff to help recruit for University of Florida's Digital Worlds Institute programs. Answered questions from and provided guidance to prospective students (especially those interested in pursuing 2D animation).

Tech Lead for Bachelor of Arts in Digital Arts and Sciences (BADAS) Society / University of Florida

AUGUST 2023 - MAY 2025, GAINESVILLE, FL

Volunteered time as tech coordinator and, starting in August 2024, as

tech lead. Gave software advice and recommendations. Troubleshoot technical issues. Answered questions from fellow students regarding coursework.

Projects

“Bad Medicine” / Animated Short Film

JANUARY 2025 - APRIL 2025

Self-managed animated short film created as capstone project for University of Florida’s Bachelor of Arts in Digital Arts in Sciences program. Animated in Toon Boom Harmony and edited in Adobe Premiere Pro. Presented at University of Florida’s Convergence Student Showcase.