

NATALIE LEPORE

3D Artist / Graphic Designer

(631) 741-3677 | leporenatalie@gmail.com | Portfolio: NatalieLepore.com | LinkedIn.com/in/natalie-lepore

EDUCATION

Bachelor of Fine Arts in Animation
Savannah College of Art and Design

SOFTWARE

Autodesk Maya | Adobe Creative Suite | Unity | Substance Painter | Spine | ToonBoom Harmony | Microsoft Office
Google Suite | Shotgrid

SKILLS

3D Animation | 3D Prop modeling | 3D Environment modeling | Lighting | Spine animation | Environment/Character concept design | Graphic design | Asset organization & file management | Cross-disciplinary collaboration | Visual problem solving

WORK EXPERIENCE

Wolves Hospitality - Multi-Media Designer

January 2026 - Present

- + Designed ad campaigns, social media content, and marketing assets across 12+ restaurant brands
- + Developed and refreshed brand identity systems ("brand books") to strengthen visual consistency and differentiation
- + Led creative from concept to final execution as the sole in-house designer
- + Integrated video and motion content to support digital campaigns
- + Wrote ad copy aligned with visual direction and brand voice
- + Collaborated with marketing lead to translate promotions into effective creative
- + Created logo concepts and initial branding for a new coffee shop launch
- + Managed multiple projects in a fast-paced, high-volume environment

Guide Dog Foundation / America's VetDogs - Graphic Designer

Summer 2025

- + Designed and delivered promotional assets and apparel graphics using Adobe Illustrator to support fundraising, branding, and community outreach initiatives.
- + Collaborated with internal teams to ensure visual content supported production needs, and aligned with each organization's mission and target audience.

Unscrolled Mobile App - 3D Game Artist

June 2023 - April 2024

- + Designed and created optimized 3D environment assets for a narrative, decision-based mobile game, balancing visual quality with performance constraints.
- + Collaborated closely with game designers, 2D concept artists, and developers in an iterative production pipeline.
- + Utilized strong drawing skills to provide visual draw-overs for 3D modeling team, improving overall style consistency and worldbuilding.
- + Prepared, organized, and maintained game assets for engine integration, resolving visual and technical issues while ensuring consistent hierarchy, naming conventions, and performance across scenes.

COLLABORATIVE EXPERIENCE

"True Treasure" : 3D Animated Short Film

3D Environment Modeler / 3D Animator / Concept Artist | 08/2022 - 05/2023

- + Charged with conceptualizing and modeling supplemental props and pirate ship, which served as one of two environment sets for the entirety of short film.
- + Created character animations with emphasis on action and subtle acting performances.
- + Lit 3D scenes for both day and night shots.
- + Contributed to development of creature concept design.

"Experiment 223" : 2D Animated Bumper for Savannah Film Fest

3D Environment Modeler / Character Concept Artist | 01/2023 - 03/2023

- + Modeled stylized 3D environments to be utilized as traceable reference for team of background painters.
- + Responsible for conceptualizing main character design.
- + Assisted in 2D clean-up animation using ToonBoom Harmony