

DANI GREIF

2D & 3D ARTIST • THEMED EXPERIENCE DESIGNER • ANIMATOR

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SUMMARY

Versatile 2D and 3D artist fluent in Adobe programs, Toon Boom products, ZBrush, Maya, and Revit. Strong interpersonal and leadership instincts, ambitious, a true team player, and eager to keep learning. Ready to join a team that turns fantasy into reality. Background in Fine Arts Animation and 3D Modeling; currently a Themed Experience graduate student.

EDUCATION

University of Central Florida ORLANDO, FL • EXPECTED 2027

MS Themed Experience • GPA 3.8

Universal Creative Lab with UCF ORLANDO, FL • SPRING 2026

Learned from Universal Creative professionals and UCF instructors on guest experience, attraction design, production, and pitching an attraction.

University of South Florida TAMPA, FL • MAY 2025

BFA Animation & 3D Modeling • GPA 3.98

SKILLS

ADOBE PHOTOSHOP

ADOBE AUDITION

ADOBE AFTER EFFECTS

REVIT

ZBRUSH

MAYA

TOON BOOM HARMONY

TOON BOOM STORYBOARD PRO

ACRYLIC

MURALS

CHALK

CHARACTER DESIGN

EXPERIENCE DESIGN

ENVIRONMENT DESIGN

WORK EXPERIENCE

Sweet Eats Adventure Farm MAY – AUG 2026

Creative Director

- Pitches concepts and collaborates with client on creative direction.
- Manages ongoing creative development with team of three other designers and a producer.
- Writes narrative experience and creates imagery assets for themed lands.

Tampa Museum of Art TAMPA, FL • MAY – AUG 2025; MAY – AUG 2026

Animation Teacher

- Mentors kids and teens through personal, story-driven creations with strong leadership, clear communication, and patience.
- Solves problems creatively while managing many personalities and projects simultaneously.
- Maintains compassion, critical thinking, and calmness in a high-energy environment.

Ruth Eckerd Hall CLEARWATER, FL • MAY – AUG 2024

Assistant Art Director • Teacher

- Adapts to spontaneous changes while crafting props for camp productions and alumni theater.
- Collaborates or operates independently to deliver creative story ideas for props and show pieces.
- Delivers consistently under tight timelines.
- Fabricates physical show props, 2D color illustrations, and storyboards.