

GUSTAVO HEMSTREET

PREVIS, LAYOUT, & 3D ANIMATION

213-663-2670
GHEMSTRE@ICLOUD.COM
BURBANK, CA
WWW.HEMSTREETANIMATION.COM

OBJECTIVE

Passionate and detail-oriented 3D animator seeking a challenging role in the entertainment industry, leveraging a strong foundation in animation principles and cinematic storytelling to create dynamic and compelling sequences. Dedicated to collaborating with creative teams to visualize complex ideas, enhance production planning, and bring directors' visions to life with efficiency and precision. Eager to contribute technical expertise and artistic creativity to high-quality projects in film, television, and interactive media.

EDUCATION

Bachelor of Science in Entertainment Design- Animation

ArtCenter College of Design 2022-2026— GPA 3.88

EXPERIENCE

2023-PRESENT 3D Previs Animator (Freelance)

Pasadena, CA

Collaborated with creative teams and directors to visualize complex animation sequences on multiple shorts, including "No Vacancy" (2024), "Meat Cute" (2024), & "Spirit Week" (2025). Translated storyboards into detailed visuals, with temp & final assets, Rough and Final camera, and realistic character and object movement.

2026-PRESENT Peer Coach (Entertainment Design Dept.)- ArtCenter College of Design

Pasadena, CA

Provided artists with outside-the-classroom feedback and support in Layout, Previs, 3D Modeling, Rigging, 3D Sculpting, 3D Animation, Lighting, Production Management, & Time Management.

COURSE PROJECTS

2024-25 3D Animator- ArtCenter College of Design | EANI-474 Capstone Prod. 1 & 2 | "Dokkaebi" (2025) |

Pasadena, CA

Applied advanced techniques in keyframe animation to achieve realistic character expressions and dynamics. Ensured animations maintained consistency with overall project tone, pacing, and artistic direction. Delivered multiple animated shots on time with minor revisions required, to director's satisfaction.

VOLUNTEERING

Personal Assistant to Keynote Speaker — *Autism in Entertainment Conference* — 2024

AWARDS AND RECOGNITIONS

Eagle Scout — *Boy Scouts of America* — 2018

SKILLS

Software/Program: Maya | Unreal Engine | Zbrush | Premiere Pro | Photoshop | Storyboard Pro | Google Suite

Design & Animation: 3D Animation | Modeling/Sculpting | Lighting | Storyboarding | Editing