

MELITI ZADELI - <https://www.linkedin.com/in/meliti/>

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EDUCATION

Ringling College of Art & Design – Sarasota, FL

Bachelor of Fine Arts, May 2026, Major: Computer Animation

3D ART AND VISUAL DEVELOPMENT EXPERIENCE

Production Asset Artist, Flow Animation Studios, Remote, May 2026 – August 2026

- Developed 3D assets through modeling, UV mapping, texturing, and lighting workflows for animated productions.
- Tracked asset progress, managed version control, and coordinated feedback via Kitsu within a structured production pipeline.
- Maintained asset organization, naming conventions, and documentation to ensure efficient cross-team collaboration and production continuity.

Director/Producer, Ringling College of Art & Design, Sarasota, FL, Jan 2025 – May 2026

- Developed multiple thesis pitches and produced the selected 2-minute animated short over the course of 12 months
- Handled the full 3D animation pipeline, including idea generation, 3D modeling, animating, rigging, lighting, and compositing
- Managed project schedules, assets, milestones, and deliverables through custom spreadsheets, directed voice actors, and created contracts

CG Artist, Anya Butler ('Meppity'), Remote, May 2024 – May 2025

- 3D Asset Modeling in Maya and Texturing in Substance Painter for the short film "FIREWORKS"
- Communicated about asset specifications and received/applied feedback on assets

ILLUSTRATION EXPERIENCE

Book/Article Illustrator, Freelance, Client: Anna Maria Vissilia, Remote, June 2022 – August 2023

- Produced detailed architectural and environmental illustrations to communicate complex design concepts for publication
- Collaborated with the author to visualize and enhance technical drawings into clear and engaging visual narratives

LEADERSHIP EXPERIENCE

'Digital Paint Sketch Club' President, Ringling College of Art & Design, Sarasota FL, August 2025 - Present

- Leading and coordinating a student-run club focused on career exploration and professional development
- Organizing and hosting virtual speaker events via Zoom featuring professionals from diverse industries, managing all event logistics (scheduling, promotion, and technical setup)
- Recruiting and collaborating with guest speakers through communication, networking, and collaboration with alumni and faculty
- Driving engagement and attendance through targeted marketing campaigns, social media, and hosting live Q&A sessions

PreCollege Storyboarding Teaching Assistant, Ringling College of Art & Design, Sarasota FL, June 2024 – July 2024

- Assisted lead instructor with delivering course content and classroom activities
- Organized and managed daily classroom operations and afternoon 'Open Studio' time, engaging students through interactive and hands-on activities and demonstrations
- Fostered open communication and collaboration between students and faculty, addressing student concerns and technical issues

Junior Senator & Events Committee Member, Ringling College of Art & Design, Sarasota FL, August 2024 – May 2025

- Represented the Junior student body & the 'Storyboarding' & 'DPSC' Clubs in the Student Government Association (SGA)
- Advocated for student interests and concerns by facilitating the communication between students, faculty, and administration, and contributing to SGA meetings and school-wide forums

SKILLS

3D Modeling & Animation: Maya, ZBrush, 3D Coat, Substance Painter; polygon optimization, texturing, compositing, lighting, PBR workflows, scene assembly, 3D animation.

Technical Tools: Photoshop, Premiere Pro, Nuke, JavaScript, Dragonframe, Google Workspace (Gmail, Drive, Docs, Sheets), Microsoft Office (Word, Excel, PowerPoint);

Languages: **Fluent** in English, Greek. **Intermediate** in French. **Basic knowledge** of Mandarin Chinese.