

# ALEXANDRA PAGLIERI

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## **CAREER OBJECTIVE:**

Creative and adaptable animation professional with a background in cinematic storytelling, virtual production, and live entertainment. Skilled in high-impact visual communication, motion design, and team collaboration under tight timelines. Excited to bring dynamic, audience-driven animation to fast-paced sports and entertainment environments.

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## **PRODUCTION SKILLS**

- Asset tracking & Workflow Management
- Team communication & Scheduling
- Department coordination & Shotgrid
- Daily production reports
- 3D & 2D production experience

## **SOFTWARE**

- Shotgrid, Linux
- Autodesk Maya, Unreal
- Powerpoint, Outlook, Photoshop
- Microsoft Excel, Word
- Avid Media, Premiere Pro

## **LEADERSHIP SKILLS**

- Strong written communication
- Conflict resolution
- Success in fast-paced environments

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## **EDUCATION**

**Florida State University, Tallahassee, FL**  
*Bachelor of Fine Arts in Animation and Digital Arts*

- GPA: 3.78
- President's List | Dean's List
- PEO Star Scholarship

*Magna Cum Laude*

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## **WORK HISTORY**

### **Walt Disney World - Jungle Cruise Skipper (Jan 2025 - Current)**

- Performed timed shows for guests around the world; maintained ride safety and efficiency
- Balanced guest experience with operational needs, gaining excellent communication skills

### **Torchlight Forge - Virtual Production Intern (May 2024 - Aug 2024)**

- Assisted on FSU Football intro shoot, integrating Unreal Engine visuals with LED walls
- Organized crew schedules and real-time asset pipelines
- Operated LED playback using Disguise and supported technical troubleshooting

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## **SELECTED PROJECTS**

### **Starborne (2024) - Writer, Director, Animator**

- Directed and overall team of 10 through all phases of the 3D pipeline. Oversaw daily task delegation, asset tracking in ShotGrid, and shot review coordination.

### **Fly Off the Handle! (2023) - Producer, Animator**

- Created production schedules, managed expectations, generated team communication, and tracked milestones for a female-led animated short. Maintained project progress through regular check-ins, shot reviews, and workflow adjustments. Contributed to animation blocking and polish using Maya.

### **Delta Epsilon Delta (DED) (2021) Writer, Director**

- Led a team of four through all areas of live-action production, with limited resource and time.

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## **LEADERSHIP**

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| <b>Vice President of Standards</b> Kappa Kappa Gamma | Jan 2023 - Jan 2024 |
| <b>Member Engagement Director</b> Kappa Kappa Gamma  | Jan 2022 - Jan 2023 |
| <b>Student Representative</b> FSU Film School        | Aug 2021 - May 2022 |
| <b>Student Commencement Speaker</b> FSU Graduation   | May 2024            |

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## **SELECTED FESTIVAL HIGHLIGHTS**

'Starborne,' Gasparilla Film Festival, Brooklyn Sci-Fi, Miami Sci-Fi, St. Auggie Film Festival  
'Debris,' American Documentary & Animation Film Festival, Gasparilla Film Festival, Boston Film Festival