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Arthur Lauretano

EDUCATION

Montserrat College of Art, Beverly, MA

Bachelor of Fine Arts in Animation

2021

SKILLS

Adobe Animate, Adobe Photoshop, Adobe Premiere Pro, Character Design, Unity, C#, Spine, Stop Motion Animation, Dragonframe, Construct 3 Game Engine, Life Drawing

PROJECTS

Carnie Mouse

Fall 2020 – Spring 2021

- Created a fully functional game in the Unity game engine using C#.
- Created original sprite animations for the entire game. Main character is stop-motion animated. Enemy is animated using Spine.
- Combination of edited found images and original drawings used as background assets.

Clown Around

Winter 2021 – Spring 2021

- Created a game demo level in the Unity game engine using a game level template.
- Created original sprite animations for the player character and NPC using Spine.
- Background assets and character sprites started as physical sketches that were digitally scanned. Sketches were then polished, colored, and edited in Photoshop.

Monster

Fall 2018

- Worked with a four person team to create a short stop-motion animation.
- Used Dragonframe to animate large sections of the project and created set pri

EMPLOYMENT

Soho Cats, 100 Cabot Street, Beverly, MA

Summer 2019

- Employee at cat boarding hotel over the summer.
- Tasked with caring for cats and cleaning the premises.

AWARDS

Top Founders Award Scholarship- Montserrat College of Art's Top Merit Scholarship

Dean's Highest Honors Spring 2019

Dean's Honors Fall 2018

Dean's Highest Honors Fall 2017

Monster animation selected for Montserrat College of Art MASH (Media Animation Showcase).

Scholastic Art and Writing Awards 2017 Honorable Mention for an Editorial Cartoon.

Selected for Art Honor Society in High School, Andover High School

Art Honor Society Exhibit at Lunder Arts Center, Lesley University

Published in the Marble Collection Magazine (Juried)