

magda gourinchas

magdagourinchas.com | magdagou@gmail.com

EDUCATION

Carnegie Mellon University | QPA 3.85
pittsburgh, fall 2019 - december 2023
bachelor of fine arts
concentration in electronic time-based media (ETB)
minor in animation and special effects
minor in business administration

California College Of The Arts
oakland, 2017
pre-college program in illustration and painting

EXPERIENCE

CMU PRE-COLLEGE ANIMATION | teaching assistant
in-person, 2023
led stop-motion demos, guided collaborative exercises,
and mentored students to enhance their animation skills.

NO MORE ROOM IN HELL | technical 3D animator
in-person, 2023
responsible for Lidar Point Clouds animation and lighting
for graduate student, Rebecca Shapass' thesis film, "no
more room in hell".

IMPOSSIBLE ISLE X こんにちは | 3D animator
remote, 2022
responsible for animation, lighting, & procedural textur-
ing for Sunset Rollercoaster and Never Young Beach's 7
minute double music video, directed by Alexa Lim Haas &
Bernardo Britto.

ANON(YMOUS) | 2D animator
remote, 2021
2D animation collage project directed by Ricardo Vi-
la-Roger.

AMY FELDMAN | artist assistant
remote, 2020
in-person, brooklyn, 2021
studio assistant for Guggenheim grant recipient; Amy-
Feldman, responsible for stretching canvases and ar-
chiving data and files.

REFERENCES

JOHANNES DEYOUNG | professor
johanned@andrew.cmu.edu

ALEXA LIM HAAS | employer/professor
alexalimhaas@gmail.com

HONORS

Carnegie Mellon University

- Samuel Rosenberg Award
spring 2023
- Dean's List
spring 2021, fall 2021, spring 2022, fall 2022, spring 2023
- Regina Gouger Miller Scholarship
fall 2019, spring 2020

Changemaker Project Grant | OxyLab | BHS
fall 2018

SKILLS

SOFTWARE	PRACTICAL	LANGUAGES
JS / HTML / CSS	video-editing	french
adobe suite	box-modeling	<i>fluent</i>
autodesk maya	research	english
unity3D	storyboarding	<i>fluent</i>
unreal engine 5	illustration	
blender	ideating	
isadora	tufting	
dragonframe	mold-making	
zbrush	felting	
touchdesigner		

RELEVANT COURSES

ART & TECHNOLOGY

F23 IDeAte: storytelling through effects animation
| adv. ETB: animation studio
| advanced 3D asset creation
S23 bipedal rigging
| stop-motion
F22 exp. game studio: digital playgrounds
| IDeAte: indie RPG studio
| shadow play
S22 adv. ETB: animation, art, & technology
| IDeAte: storyboarding
F21 social history of animation
| real-time animation
S21 adv. ETB: 2d animation
F20 ETB: interactivity

BUSINESS

F23 entrepreneurship
S22 digital marketing & social media strategy
F21 professional dev. : animation & VFX
S21 marketing