

OLIVIA COPONI

Email: lc3294@drexel.edu | [LinkedIn](#) | Portfolio: [Olivia Coponi](#)

Professional Summary

Creatively motivated teammate with drive to meet and exceed project standards. Innovative leader and eager learner. Equipped to master new techniques and ideas that will drive production beyond its limits.

Technical Skills

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|------------------------|-----------------------|---------------------|
| • Adobe Creative Suite | • Python | • Adobe Illustrate |
| • Autodesk Maya | • Sketchbook | • Tricaster |
| • Blender | • Photoshop | • Pre Production |
| • Houdini | • Premier Pro | • Studio Lighting |
| • Zbrush | • Adobe After Effects | • Canon R6 |
| • Substance Painter | • Nuke | • JVC studio camera |
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Experience

- **MJH Life Sciences Creative Department Intern, Cranberry NJ** **2025**
 - Designed anatomically accurate organs for medical marketing applications
 - Directed AI content implementation into company wide quarterly statement to increase employee engagement
 - Utilized academic and technical experience combined with interpersonal and communication skills to drive productivity in cross functional development teams
 - Delivered 2D animated medical grade segments to clients on time and within budget
 - **Senior Capstone Creature Sculptor & Generalist, Philadelphia PA** **2024-2026**
 - Led concept design and sculpting of creatures, prioritizing anatomy, silhouette, and visual appeal
 - Developed initial animation blocking and polished key sequences to enhance timing and performance
 - Directors Choice for ASIFA-Hollywood Animation Educators Forum (AEF) **2026**
 - Accepted for consideration for The Annie Awards (S. Project) **2027**
 - **Drexel Dragons TV Production Intern, Philadelphia PA** **2022-2023**
 - Live camera operator for broadcasting college sports
 - Produced 3d animation and 2d assets for the Daskalakis Sports Arena
 - **Volunteer for P.O. Ken Tietjen Memorial Foundation , Holmdel NJ** **2016-2026**
 - Accountable for finances during fundraisers and registration of attendees
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Education

- Drexel University, Philadelphia, PA / Westphal College of Media Arts & Design **2021-2026**
 - 5 Year Co-op Program
 - Bachelor of Science - Animation and Visual Effects
 - Cumulative GPA: 3.71
 - Relevant Coursework
 - Digital Media Senior Project
 - Organic Modeling II
 - Character Performance
 - Procedural Animation
 - Rutgers Mason Gross Community Arts Independent Study Program **2016-2021**
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Achievements

- Graduated Cum Laude **2026**
- Drexel University Dean's List all quarters **2021-2026**
- 3D Animation and 2D Visual Effects showcased at Daskalakis Sports Arena during athletic events **2022-2023**