

Gabriella Baris

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SUMMARY

AI safety practitioner and founder transitioning from 3D character art into applied AI safety. Two years of self-directed work building AI tools, fine-tuning models, and competing in red-teaming competitions. Founder of elif else, a public open-source project demonstrating safer approaches to autonomous AI agents.

EXPERIENCE

Founder, elif else | 2026 – Present

- Founded [elif else](https://elifelse.org), a public project (in progress toward non-profit status) created to make safer approaches to autonomous AI agents visible, accessible, and easy to adopt; showing that constraining an agent for safety doesn't have to cost capability.
- Run an ongoing public project operating 24/7 (Eli Felse), a framework exploring safer ways to create autonomous AI assistants.
- Ship open-source releases, publish regular dev blogs, and build community to normalize safer design and shape how agents are built before AI becomes more autonomous and risks become harder to contain.

Self-Directed AI Safety Practitioner | 2023 – Present

- Self-taught across AI tooling, model fine-tuning, and agent development; building practical tools and pipelines for working with large language models.
- Competed in red-teaming competitions, probing AI systems for vulnerabilities and unsafe behaviors.
- Built and released [Local LLM Discord Bot](#), an open-source tool turning Ollama or LM Studio into a Discord bot for mobile access to local LLMs, with fine-tuning pipeline support.

PRIOR EXPERIENCE — 3D ART

3D Artist, AD&M | July 2024 – March 2026

- Modeled 3D assets and environments to create animations and renderings for marketing materials.
- Developed environmental scenes and camera animations.
- Modeled, rigged, and rendered assets for commercial use.

Character Artist, Onchain Studios | January 2023 – November 2023

- Created character models and textures for Leia and Darth Maul for cryptoys.com digital collectibles.
- Modeled, sculpted, retopologized, and UV'd stylized characters from concept art in Maya and Zbrush.
- Created textures in Substance Painter and optimized characters for use in Unity.

Visualization Artist, MPC | October 2021 – September 2022

- Visualization artist on films including Nope, Transformers: Rise of the Beasts, and Dune: Part Two.
- Animated and lit characters and objects in Maya.
- Composited animation over live action plates in After Effects.

3D Artist, Sea Ranch Labs | June 2021 – August 2021

- Modeled and textured piñatas with XGen interactive groom to help generate 3,660 NFTs for hbdnft.com; built a Nuke tree to switch attributes and generate randomized variations.

SKILLS / PROGRAMS

AI / ML: LLM fine-tuning, red-teaming, agent development, AI tool building, Ollama, LM Studio, prompt engineering, open-source development

3D / Art: Character modeling, sculpting, texturing, rigging; Autodesk Maya, Arnold, Renderman, Zbrush, 3D Coat, Substance Painter, Nuke, Marvelous Designer, Unreal Engine 5, Unity, Premiere, After Effects, Photoshop

EDUCATION

Ringling College of Art & Design, Sarasota, FL

B.F.A in Computer Animation | May 2020

VOLUNTEER EXPERIENCE

SIGGRAPH Student Volunteer, 2019 | VR Theater assistant; worked across various areas throughout the conference.