LEAD ARTIST

Summary

I'm a fast-learning and enthusiastic animator seeking professional experience. I have over 7 years of formal art training, both digital and traditional. I'm skilled at design and character animation.

Software Skills

Animation: Toon Boom Harmony, TV Paint, Adobe Flash

Illustration: Adobe Photoshop, Adobe Illustrator, Aseprite, Paintool SAI, Gimp

Post-Production: Adobe After-Effects, Adobe Premiere, Final Cut Pro

Experience

02/2017 - Current

Company Name ï¼ City , State Lead Artist

Design custom D&D character sprites, "party" and menu screens, and backgrounds fitting 8-bit video game aesthetics for an upcoming Dungeons and Dragons YouTube series.

06/2016 - 08/2016

Company Name ï¼ City , State Digital Arts Assistant Instructor Assisted in teaching digital art, film, photography, minecraft-modding, coding, and animation to kids ages 5-18.

05/2015 - 08/2015

Company Name ï¼ City , State Canvassing Manager Gathered donations for the ACLU's proposed Employment Non-Discrimination Act for the protection of LGBT+ people in the workplace.

Education

2018

Loyola Marymount University ï¼ City , State , United States Bachelor of Arts : Animation

- Created two 5-minute animated short films with peers
- Designed and programmed two games
- Working knowledge of industry-standard animation programs

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2014

Da Vinci Design High School ï¼ City , State , United States High School Diploma : Art & Design

- Project based learning
- Published a small comic book with peers
- Presented designs to Karten Design
- Placed first with my team in the Junior Qualcomm Tricorder X-Prize Design competition