

mackenziekruegerart.com

Mackenzie Krueger
Character Design / Animation

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(714) 815-0099

Skills Interpersonal

- Team player with a strong work ethic.
- In contrast, the ability to work alone.
- I communicate clearly, concisely and am organized
- Ability to take criticism.
- Ability to collaborate with a team to meet deadlines.
- Manage priorities efficiently and in detail.
- Diplomatic, punctual, reliable, and conscientious.
- Understand marketing goals.

Programs

Possesses a strong knowledge of computer fundamentals. I have worked with these digital software programs: Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Maya, Microsoft, Premiere Pro, Toon Boom, TVPaint.

Projects

I Donut Love You 2021

Directed, animated, and colored the short film.

Gum. Fall 2020

24-hour animation group film

Contributed to animation, character design, color, and voice acting.

A Newt Beginning Spring 2020

Character Designer

Designed the protagonist for a fully animated short film.

Deadline Dash and Opera Spring 2020

Responsible for in-between key poses in a shot.

Grocery Panic Fall 2019

24-hour animation group film

Contributed to animation, character design, and color.

Dandyland Spring 2019

Clean Up & Color

Experience Chili's Grill & Bar 2021 – Current

Provide friendly, customer-focused service to walk-in and call-in customers. Ensure orders taken are accurate when provided to the kitchen staff. Responsibilities include accurate assembly of prepared food, drinks, and condiments to ensure food transport is complete, clean, and safe for guests. Service DoorDash drivers with speed of service so customer orders arrive warm and complete. Customer service assessments are conducted on each employee. This evaluation is performed on a regular basis to ensure a high level of service and the satisfaction of patrons.

Education Laguna College of Art + Design Fall 2017 - Winter 2021

BFA in Animation. Dedicated to becoming a great storyteller while understanding the entire process of creating an animation film. Emphasis on traditional hand-drawn character animation designs. Collaborated on many projects with other students.

Orange County School of the Arts 2009 – 2016

High School Diploma. In 2009, I was accepted to Orange County High School of the Arts (OCHSA). In seventh grade, I started my six-year tenure as a student at OCHSA. Before graduating high school, I had taken more than 30 art classes, including drawing, painting, animation, digital media design, digital media world building, graphic arts, acting, musical theatre, stage combat, improvisation, video production, photo realism, dance, ballet, production and design, play and playwrights, Shakespeare, theatre make-up, creative writing and screenwriting, vocal classes, and Taekwondo. It was a very demanding art curriculum and challenging academic schedule; only 30% of the graduating class of 2016 were students for six years.