

Holly Dickson

Senior Animation Designer

Summary

Creative and detail-oriented animation designer with 2 years of experience in the industry. Proficient in 2D and 3D animation software, including Adobe After Effects, Autodesk Maya, and Cinema 4D. Passionate about creating visually stunning animations that engage and captivate audiences. Seeking a Senior Animation Designer role to leverage my skills and experience to create high-quality animations.

Work Experience

Junior Animation Designer

Graphic Design Institute (Minneapolis, MN) *June 2022 - Present*

- Collaborated with senior designers to create 2D and 3D animations for various clients.
- Assisted in the development of storyboards and animatics.
- Created and edited animations using Adobe After Effects, Autodesk Maya, and Cinema 4D.
- Conducted research on new animation techniques and software to improve the quality of animations.

Animation Intern

Graphic Design Institute (Minneapolis, MN) *May 2021 - May 2022*

- Assisted in the creation of 2D and 3D animations for various projects.
- Conducted research on new animation techniques and software.
- Assisted in the development of storyboards and animatics.
- Edited animations using Adobe After Effects, Autodesk Maya, and Cinema 4D.

Education

Bachelor of Fine Arts in Animation

University of Minnesota (Minneapolis, MN) *August 2017 - May 2021*

- Coursework included 2D and 3D animation, character design, and storyboarding.
- Participated in various animation projects, including short films and animated advertisements.

Skills

- Proficient in Adobe After Effects, Autodesk Maya, and Cinema 4D.
- Strong understanding of animation principles and techniques.
- Ability to work collaboratively with other designers and clients.
- Excellent communication and time management skills.