

Olivia White

Junior Computer Graphics Animator

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Professional Summary

Junior Computer Graphics Animator with 2 years of experience creating 2D and 3D animations for digital media, working with tools like Adobe Creative Suite, Blender, and Autodesk Maya.

Skills

2D Animation, 3D Animation, Blender, Autodesk Maya, Adobe After Effects, Adobe Illustrator, Character Design, Storyboard Creation, Rigging, Motion Graphics, Visual Storytelling

Experience

CG Animator - PixelCraft Studios (2023 - Present)

- Assisted in creating 3D character animations for short films and game assets.
- Created motion graphics and assisted in visual effects production.
- Worked closely with directors to bring concepts to life.

Animation Intern - DreamPixel Studios (2022 - 2023)

- Assisted in storyboard creation and rigging of character models.
- Supported senior animators in creating seamless animation transitions.

Education

B.F.A. in Animation, California Institute of the Arts, 2022