

Melissa Douglas

**2D Animator, Illustrator,
Storyboard Artist and Revisionist**
(323) 902-7890 | mellodee@artchamacallit.com

EXPERIENCE

ARTCHAMACALLIT.COM— Animator, Illustrator, Video Editor

Jan 2014 - PRESENT

Created successful online presence by illustrating designs and graphics produced in prints, textiles, keychains, and buttons for international online store. Prepped, edited, and finalized videos for upload to YouTube using various upload formats.

Twistory Studios — Contract Animator, Illustrator

July 2013 - Feb 2014

Created and animated assets for mobile app game: Belle's War. Worked with creative director to illustrate fantasy creatures and concepts to further expand on projects. Adapted various styles of projects to keep assets and illustrations consistent.

Three Legged Legs— 2D Animation Intern

Spring 2012

Revised lines and color for Photoshop Animation Virgin Airline Commercial. Ensured lines were cleaned for final production.

Cosmic Toast — AfterEffects Animation Intern

July 2011 - Aug 2011

Created animation for unannounced project using supplied assets. Rigged multiple models for puppet animation. Corrected timing in animation for proper movement and momentum.

EDUCATION

Aaron Blaise Animation and Character Design Course

Online Course, PRESENT

Otis College of Art and Design

BFA | Digital Media and Animation

Art Center Saturday High School Courses

Received 4 consecutive scholarships to attend Saturday animation courses throughout high school.

SKILLS

Technical

◆ Experienced in Adobe Flash/Animate, Photoshop, Premiere, AfterEffects, Paint Tool Sai, Clip Studio Paint, and TVPaint.

-Skilled with puppet tool and rigging features for quick yet efficient animation.

◆ General skills in ToonBoom Storyboard Pro, SketchUp, HTML/CSS/SEO.

-Essential skills in SketchUp for producing pinned camera angles and streamlining environments for storyboarding.

◆ Able to operate on Windows and Mac. Comfortable with all wacom products and tablets.

Personal

◆ Experienced in talking in front of crowds, pitching concepts and ideas with expressive attitude.

◆ Capable of learning on the go and adapting to multiple programs at once, can "hit the ground running".

◆ Ability to adapt to multiple styles and illustrations to make workflow as seamless as possible.

◆ Unafraid to ask questions and take critique while adhering to deadlines. Works well under pressure and ensures that no stone goes unturned when it comes to details.