

Stephanie Simpson



4410 Clinton St, Apt 7
Los Angeles, CA 90004

719.659.3200
stephanesia@gmail.com

Skills

Adobe Suite: **Flash MX – CS5, Photoshop CS3-CS5, After Effects CS3-CS4, Premiere Pro, Dreamweaver.**

Painter, Paint Shop Pro, ToonBoom.

Maya (modeling and animation).

Mac OSX, Windows (Through Windows7).

HTML, CSS, Actionscript.

Social Media Marketing/blogger/wordpress/tumblr experience.

Traditional Animation, Symbol-based Animation, Handdrawn (Flash) Animation.

Lipsync, Flash Rigging and Character Setup, Layout.

Character, Prop, and Background Design for Games and Animation.

Digital and Traditional methods of concept design, drawing, and painting.

Compositing, Greenscreening, Masking, and Roto in After Effects and Graphic Design.

Leadership and Organization, Managing production workflow.

Experience

Fraiche

Contract Illustrator

Los Angeles, CA

March 11

Designed a decorative mural using chalk for the walls of an upscale restaurant.

CatJam Studios

Contract Photoshop Artist

Los Angeles, CA

March 11

Used Photoshop to separate stock photographs into multiple layers: foreground, midground, and background with believable realism for After Effects processing.

Psychic Bunny

Contract Animator

Los Angeles, CA

January 11 – February 11

Used Flash CS4 to solely animate characters using hand-drawn methods for a non-disclosed project. Created the look of the animation and flow of movement throughout the piece.

I Am 8-Bit

Contract Animator

Los Angeles, CA

August 10 – September 10

Worked in After Effects on a non-disclosed project to create in game looping animations.

Also responsible as a project manager to organize assets and direct animators on their projects.

Buck TV

Contract Animator – World Basketball Festival Commercial

Los Angeles, CA

August 10

Used Flash to rotoscope, animate, clean up, and colour on a team for Nike.

Used online, on air, and in Time Square.

Titmouse, Inc

Contract Animator – Freaknik: the Musical/DJ & the Fro

Worked in Flash with Cintiq monitors as part of a series of large teams to animate characters in a traditional fashion on a variety of television programs airing on Adult Swim and MTV.

Los Angeles, CA

March 09 – January 10

Animax Entertainment

Contract Animator - Popzilla

Worked in Flash as part of a large team to create symbol character animation with the use of premade character rigs for MTV.

Los Angeles, CA

August 09 – September 09

Liveloop Technologies

Multimedia Animator/Designer

Created content using Photoshop, Illustrator and Flash for desktop user interfaces. Also created print marketing materials and design as required. Worked part of a team that required good organizational skills to keep multiple projects current.

Los Angeles, CA

May 08 – February 09

Oddbot, Inc./Smorgasbord Productions/Sonic Bunny

Contract Animator – Mariyoku Yummy, Sule, ZombieMurderExplosionDie

Used Flash to lipsync and animate characters on a variety of teams for animated shorts and shows for both festival consideration and pilot pick up.

Los Angeles, CA

February 08 – August 10

Nickelodeon Studios

Production Intern - The Mighty B

Creation and processing of all documents, data entry, copying and secretarial duties for the production department. Also handled meeting scheduling, filing, image processing, and editing of images in Photoshop as necessary to create a cohesive animation workflow.

Burbank, CA

September 07 – December 07

Education**Savannah College of Art and Design**

Degree of Fine Arts - Animation (Cum Laude). 2007.

Los Angeles, CA