

JESSICA ENTIS
Phone (513) 518-3263
jessicaentis@gmail.com
<http://www.entis-animation.com/>



Qualifications

Thorough knowledge of and experience in 3D and 2D animation software packages and their applications, extensive training in foundation art skills

Demonstrated communication skills; experienced with client interaction, working in teams and teaching basic and advanced skills to others

Practical problem solving skills; ability to grasp essential concepts and learn new skills quickly

Education

B.F.A. Media Studies, Summa Cum Laude, Outstanding Senior, 2006, Columbus College of Art and Design, Columbus, Ohio. Focuses in traditional animation, computer animation, character design, and illustration

B.F.A. Painting, 2001, Miami University, Oxford, Ohio. Focuses in painting, ceramics, drawing, and printmaking

Employment

Full-time, freelance, internship, and personal experience in various special projects for animation

Flash Animator, Omnipath, Dublin, OH

Work primarily with Flash to produce interactive slides for online training courses; also create graphic design work, including custom graphics and layouts in Photoshop and Illustrator. Have served as lead designer and workflow manager for several projects, directly responsible for client interaction and management and execution of feedback. Additional software experience in Flash Companion and Flashform building and customizing course interfaces. Skills utilized include symbol-based and traditional animation, actionscript, graphic design, layout, interpreting and executing client feedback, and collaborating closely with production team; 2006-present

Matte Painter, Conceptual Artist and 3D Designer, freelance

Member of Algorithm Studios, currently in production of a collaborative 3D animated film. Responsibilities include conceptual design, matte paint backgrounds, texture work and 3D set modeling in Maya; 2008-present

Animator, freelance

Produced 15-second animated TV spot concept for client Exit Row Productions. Utilized After Effects to produce full vector graphic and text animations utilizing client-provided script and storyboard; 2008

Animator, freelance

Traditional animator for an independent collaborative short film The Velvet Abstract. Responsible for storyboard, animation/layout at all stages of production, and communicating with and executing feedback from the director; 2008

Graphics Intern, SOS Video Communications, Columbus, OH

Responsibilities included producing artwork and animation for video productions and commercials using primarily Adobe After Effects, Illustrator and Photoshop; 2006

Animator, freelance

2D Flash animation "This State is Our State" produced as part of a two-animator team. Responsible for character animation, background design and production, file management, and professional creative interaction with the client; 2006

Animator/Director/Layout Artist, personal work

Personal film "Seren" produced as part of a three-artist team. Utilized blend of 2D character animation and 2D/3D backgrounds. Responsible for character animation, story, direction, storyboard and layout; 2006

Skills**Software**

4 years experience in ToonBoom Harmony and Opus Solo software packages; practical knowledge of node module, color, and line art interfaces

3 years experience in Autodesk Maya; practical knowledge of nurbs and polygonal modeling, UV texturing, shaders, keyframe animation, and lighting

4 years experience in several other animation and graphics packages including Adobe Flash, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Final Cut Pro

2 years experience in online learning software including Rapid Intake Flash Companion and Rapid Intake Flashform; familiarity with LMS and LCMS systems

Animation

3 years course work in traditional animation fundamentals including character design, storyboarding and layout and timing, with extensive experience in setting up multi-plane sequences

4 years animation experience in various personal, freelance and professional projects