

VENETIA ELLIS

2D ANIMATOR

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EXPERIENCE

SHADOWMACHINE • *Retake Animator* March - Sept 2022

- Animated for the tv show "Little Demon"
- Collaborated with other animators to keep scenes consistent
- Worked with tight timeline and budget to produce high quality animation

GLOBAL MECHANIC • *Animator* Jan 2022 - April 2022

- Animate scenes for TV show 'Birdgirl'
- Created scenes from start to finish

BENTO BOX • *Retake Animator* Dec 2020 - Aug 2021

- Character animator for TV show 'HouseBroken'
- Improved acting on characters.
- Fixed timing of shots and put characters on model.

GAS MONEY PICTURES • *2D Animator* Feb 2020- Dec 2020

- Character animator for TV shows and feature film pitch 'Little Blue'
- Create rough character animation tests.
- Clean up and color animation.

SKILLS

Animation: Maya, TVPaint, CC Animate, Harmony, DigiCel, Dragonframe, X-Sheets

Visual Effects/Editing: Premiere, After Effects

Illustration: Photoshop, Illustrator, Procreate

Clerical: Microsoft Office Suite, Google docs, Google sheets, CeltX

EDUCATION

LAGUNA COLLEGE OF ART AND DESIGN • Bachelor of Fine Arts in Animation Dec 2018

GPA- 3.75 Magna Cum laude

Merit Scholarship

President's Honor Roll/ Dean's list

LOST IN ÜBERSETZUNG • *Director* Feb 2017 - Aug 2019

- 2D Thesis Film
- Animated everything in its entirety and all other aspects of production.
- Organized files and scenes for hand off to animators and colorists.
- Received and provided feedback on scenes with quick turn arounds.

STAY • *Director* May 2018 - Aug 2019

- Eric Goldberg (Disney) Master Class
- Worked to create one film under Eric Goldberg's guidance.
- Animated three shots with main characters.
- Represented film at events and festivals.
- Problem solved with limited resources.