

EXPERIENCE

Character Layout Artist | December 2022 - present

Powerhouse Animation Studios, Inc. (Freelance Nov 2021 - Nov 2022)

• Redrawing characters in rough storyboard panels so that they are tight and on-model.

2**D Retake Animator** | February - November 2022 *Titmouse, Inc*

Character Designer | December 2020 - February 2022 *Titmouse, Inc.*

• Also provided some pre-vis character designs, as well as drawovers for animation.

Freelance 2D Animator | April - May 2021

Titmouse, Inc.

• 2nd key and tie-down animation.

2D Animation Intern | August - October 2020 *Ja Film -* Aarhus, Denmark

- Explored character expressions and special poses.
- Assisted lead character designer with layouts and turns of character designs.
- Animated pencil tests for characters.

artvaultz.com jett@artvaultz.com instagram: @artvaultz

PROFICIENCIES

Skills

• 2D Hand-drawn Animation • Character Animation / Turns / Expressions • Drawing • Digital Painting

Bookbinding
 Woodworking

Clay Sculpture • MIG / TIG
Welding • Stone Letter
carving

Languages & Software

• Clip Studio Paint • TVPaint • Adobe Photoshop • Toon Boom Storyboard Pro (learning) • Javascript / P5js • Python • Arduino • HTML / CSS • LaTex • Windows / Unix / Mac OS • Google Apps Script / Sheets / Forms

Danish - Intermediate Korean - Beginner

EDUCATION

BFA in Drawing and Electronic & Time-based Media, Minor in Physical Computing *Carnegie Mellon University* - Pittsburgh, PA | May 2020 Dean's List | Fall 2018, Spring 2019

Natural Science Program: Mathematics and Computer Science

Roskilde University - Roskilde, Denmark | Fall 2014

 "Speech-to-text: A Computer's Guide to the Human Language" | Co-writer | Fall 2014 *First Semester Project Course*

PROJECTS

Narutosakuga Project | Key Animator/LO | May 2020 - May 2021 Studio Tonton – Amateur animation studio creating fan-made animation, following the Japanese animation pipeline

• Provided layout and key/2nd key animation.

Snake-ku's Birthday | Illustrator, Vis-Dev, Animator | August 2018 - May 2019 Senior Capstone - Carnegie Mellon University

- Collaborated on development of the story, characters, and imagery with co-creator.
- Created the storyboard, in-game illustrations, and animation.

How to Cook: Vegetarian Edition | Animator and Programmer | December 2018 *Experimental Game Design - Carnegie Mellon University*

- Animated the sprites and effects in Clip Studio Paint.
- Wrote entire game from scratch in P5*js, while utilizing the P5.play library for sprite animation.