

Vannick B. Douglas

vannickArtz@gmail.com
<http://www.vannickartz.com>

Highlights and Qualifications

- Proficient in 2D animation, 3D animation, Flash Animation, 3D Modeling, and Rigging.
- Provide the highest quality of work under extremely tight deadlines.
- Collaborate well with others as well as execute ideas for achieving the team's goals
- Recognized talent for drawing, designing, sketching, writing, storyboarding, and texturing.
- Honest and Dedicated, Focus and Goal-Oriented, Creative and a quick learner.

Education

The Art Institute of Phoenix
Bachelor of Arts, Media Arts & Animation

Phoenix, AZ
2005-2009

Key Skills

2D Animation Software

- ToonBoom Animate Pro
- Adobe Flash
- Adobe After Effects

Illustration Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign

3D Animation Software

- Cinema 4D
- Autodesk Maya
- Autodesk 3Ds Max

The Art Institute of Phoenix
Additional Credits, Web Design & Interactive Media

Phoenix, AZ
2010-2011

Key Skills

- HTML/CSS
- WordPress
- Action Script 3.0
- Adobe Dreamweaver

Experience and Accomplishments

Underground Network
Animator

Los Angeles, CA
2013-Present

- Design and create animated content for YouTube using ToonBoom Animate Pro 2.
- Character development, creative direction, and illustrate for graphic design, marketing, and animation.
- Produce and animate, but not limited to, 2 cartoons ranging from 1-3 minutes long on a weekly basis.

Little Luis Animated Sitcom
Lead Animator, Generalist

Los Angeles, CA
2011-Present

- Design Environments/Props, supervise, and animate each episode using ToonBoom Animate Pro 2.
- Storyboard and establish scenes according to screenplay.
- Character development, creative direction, and illustrate for graphic design, marketing, and animation.

Lakeshore Learning Materials
Flash Development Rigger/ Animator (Freelance)

Los Angeles, CA
2012-2012

- Animated Video Lessons using Adobe After Effects.
- Imported Character Illustrations into Flash to be rigged for animation.
- Animated scenes and characters for IWB and Product Art Development in Adobe Flash.

Prevalent Entertainment, Inc.
3D Animator

Santa Clarita, CA
2011-2012

- Performed Character Animation on a variety of 3D characters for an upcoming film in Maya.
- Animated several scenes using the Trax and Graph Editor in my animation pipeline under a tight deadline.
- Averaged up to a thousand frames of animation a day.

Epic Digital Media
Flash Animator, Graphic Artist (Freelance)

Phoenix, AZ
2009-2011

- Design and animate over a hundred Flash projects for Math problems, educational and videos under tight deadlines.
- Illustrate props and objects for animation, projects, games, and environments.