

JACKIE MARION *Digital Artist*

www.jackiemarion.com

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484.995.4008

SKILLS

traditional and non-traditional animation
storyboarding
character and set design
CG modeling (Autodesk Maya)
UV mapping and texturing
rigging
lighting (Autodesk Maya)
composition and editing
traditional and digital painting

PROFESSIONAL EXPERIENCE

CG Animation Intern, Academy of Television Arts & Sciences, 2013–
Currently interning at host studio, Nickelodeon, in Burbank, CA. Working on *Teenage Mutant Ninja Turtles* production, and supporting Nick Digital, Digital Operations, and the CG Department.

Web Developer, DreamWorks Animation, Glendale, CA, 2013
Lead designer in restructuring, redesigning, and rebuilding the education department's internal website.

Artistic Development Intern, DreamWorks Animation, Glendale, CA, 2012–2013
Supported DreamWorks' education department by designing posters and various print collateral to promote classes, presentations, and screenings, and managed the art studio. Additional tasks included updating the design and structure of the department's Wiki website and organizing the department's digital file system.

Teaching Assistant, University of California, LA, Los Angeles, CA, 2012–2013
Assisted teaching Adobe Flash CS6 and Actionscript 3.0 to two interactive animation classes.

Freelance Designer, Los Angeles, CA, 2010–
Worked on an array of multimedia projects for clients. Projects included branding, posters, postcards, business cards, 3D modeling (Autodesk Maya), 2D animation (Adobe Photoshop and Flash), and set design. Clients include Universal Studios, UCLA GSA Publications, Wallace Roberts & Todd, and SoloCraft among others.

Teaching Assistant, University of California, LA, Los Angeles, CA, 2012
Assisted in teaching film production to a graduate Critical Media Studies class. Responsibilities included weekly tutorials and workshops covering the Adobe Production Premier Suite CS5.5 and student support.

Graphic Designer, Wallace Roberts & Todd, Philadelphia, PA, 2008–2010
Worked as a artist and multi-media designer for internal and company clients. Job responsibilities included storyboarding and visual conceptualization, layout, information architecture, illustration, photo simulation rendering, and production for reports, brochures, posters, presentations, websites, and various print collateral. Also trained beginner–advanced employees in Adobe Creative Suite CS4. Job required self-management, responsibility, and reliability.

EDUCATION

University of California, Los Angeles, Los Angeles, CA
Animation
Master of Fine Arts, June 2013

University of Pennsylvania, Philadelphia, PA
Fine Arts Major, Graphic Design
Bachelor of Arts, May 2007

FESTIVALS & AWARDS

Maccupation, 2013
UCLA Festival of Animation
Matt Groening Initiative Award Screening
San Diego Children's Film Festival
New Orleans Children's Film Festival
Los Angeles Children's Film Festival

Wepo, 2012
Milwaukee Children's Film Festival
Festival Internacional de Cine Ninos
Martha's Vineyard: Cinema Circus
Big Eyes, Big Minds: Singapore
International Children's Film Festival
Little Big Shots: Melbourne's
International Film Festival for Children,
Best International Film
Tumbleweeds: Film Festival for Children
Rochester, NY Children's Film Festival
Chicago Intl. Children's Film Festival
UCLA Festival of Animation, *Best of Show*
San Diego Children's Film Festival
New Orleans Children's Film Festival
Los Angeles Children's Film Festival

Elmer's Nest, 2011
Martha's Vineyard: Cinema Circus
UCLA Festival of Animation
San Diego Children's Film Festival
New Orleans Children's Film Festival
Los Angeles Children's Film Festival

SOFTWARE

Animation

EMO (proprietary)
Autodesk Maya 2013
Lightwave
Adobe After Effects CS6
Adobe Flash CS6
Adobe Premier Pro CS6
Adobe Encore CS6
Adobe Media Encoder CS6
Adobe Soundbooth CS5.5
Pro Tools
TvPaint

Design

Adobe Photoshop CS6
Adobe Illustrator CS6
Adobe InDesign CS6
Adobe Dreamweaver CS6

Programming

Confluence 5.1
Actionscript 3.0
HTML

Supporting

Filemaker Pro
FontLab
MS Office
Google+
Linux