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Bachelor of Fine Art - Animation

Savannah College of Art and Design, Savannah Georgia

Coursework included: Environment, prop and figure drawing, Color Theory, Illustration, Character Design, Storyboarding, Public Speaking, 3D Character Sculpting.

Software

Photoshop, Illustrator, InDesign, After Effects, Zbrush, Toon Boom, Storyboard Pro, Clip Studio Paint, Maya

Work Experience

Virginia Opera Company

Background, Props and Character Designer

• Created complete designs, cleanup and color for Backgrounds, Props and Characters used in a stop motion style 2D film for Opera Education.

Puppy Dogs & Ice Cream Publishing

Designer

• Edited artwork and content for illustrated children's books, responsible for formatting cover design, interior layout, formatting for various printers, creating online advertising assets and various other graphic design and illustration needs of the company.

Mission: Renaissance Fine Art Classes

Children's Program Director

• Operated Valencia studio, instructing students in basic drawing, watercolor, and oil painting.

Freelance Illustration and Graphic Design

• Designed posters, logos, website and presentation graphics etc. for a variety of businesses.

Short films

Who's Afraid of the Big Bad Wolf	June 2020 - January 2021
 Background, Character and Prop design for a 2D stop motion filr 	m.
The Long Way Down	June-September 2017
 Prop and Environment design for a 3D virtual reality Mystery. 	
Under The Weather	June-July 2017
 Prop and Character Design for a 3D film. 	
Anima Dea	September-November 2017
 Background and Graphic Design for a 2D segment of a 3D film. 	-

Portfolio

www.SeeleyScribbles.com

June 2021 - January 2021

July 2021 - December 2021

May 2018

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October 2019 - July 2021

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June 2017 - Present