

Edith Adame

edithadame.com | edith.adame123@gmail.com | Oxnard, CA 93035

SOFTWARE KNOWLEDGE

- Toon Boom Harmony
- Storyboard Pro
- TV Paint
- Adobe Photoshop / Premiere
- Clip Studio Paint
- Procreate
- Autodesk Maya
- ZBrush

WORK EXPERIENCE

Animator, Anachronaut Productions ***January 2024 - Present***

- Creates rough 2D animation in addition to keyframes, breakdowns, and in-betweens

Animator, NuBoom Studios ***August 2023 - Present***

- Creates on-model character animation from established storyboards.
- Communicates with the animation director to revise character animation.

Art Educator, Art Trek ***August 2022 - Present***

- Teaches art classes to students of various ages and backgrounds by demoing and guiding students in educational art lessons.

Assistant Animator, Mariposa Pictures ***October 2022 - May 2023***

- Responsible for cleaning up character animations and keeping them on model to ensure designs are seamless, uniform, and consistent from shot to shot.
- Worked side by side with the original animation and x-sheets when inbetweening to maintain original animation character performance/ expressions/ timing.
- Maintained direct communication with the director in order to accomplish the client's desired vision for the project.

Student Film Animator, Closing Shift ***August 2020 - May 2022***

- Wrote and storyboarded the film, designed characters and layout, and animated two minutes of full-character animation.
- Applied a strong understanding of animation principles and traditional animation techniques.
- Revised character animation based on feedback received during dailies.
- Provided inbetweeners with keyframes, breakdowns, time charts, and x-sheet.

EDUCATION

Bachelor of Fine Arts, Animation

Laguna College of Art and Design