

LAURA SULLIVAN - CHARACTER ANIMATOR

4 Jacobus Lane, Towaco, New Jersey, 07082 / 201-240-9314 / LauraSullivan3D@gmail.com / Laura3dartist.com

A designer with the thirst to bring my artwork to life: I am an animator. I love meeting new people and exploring new ideas, studying the ways we move and react in the world around us, and I am always learning.

WORK EXPERIENCE

NECA

September 2013 ~ Current

2-D and 3-D Graphic Designer

- I design packaging, catalogs, and work in 3-D with models of figures of various licenses, including Divergent, Godzilla, The Simpsons, and Marvel.

Walsh Family Media, LLC

April 2013 ~ July 2013

Character Animator

Worked on feature film "The Cool Beans - We Need a Hit" and several smaller client projects. Still in contact and doing remote work.

Venus BodyCare, www.venusbodycare.com

August 2010 ~ September 2013

Senior Web and Graphic Designer

- I design all print promotion including magazine ads, posters, shelf talkers, and even product labels. Utilize Illustrator and Photoshop daily. Also created the website store and maintain several company sites.

Life Path Entertainment

January 2010 ~ 2012

Freelance Flash Animator

- Animated songs in Flash based on their children's album release. Created corresponding graphics for digital and print promotion.

Changing Images Art Foundation

November 2000 ~ Current

Volunteer Web Maintenance and Project Manager

- Assist president in all tasks, including client correspondence, hands-on assistance, concept development, and on-site painting and drawing.

EDUCATION

• AnimationMentor.com

Diploma in Advanced Character Animation Studies

June 2012

Mentored by:

Scott Lemmer	Dreamworks
Nick Bruno	Blue Sky
Dave Vallone	Reel FX
Scott Carroll	Blue Sky
Charles Alleneck	ILM
Mark Oftedal	Digital Fish

• Art Institute of Philadelphia

Bachelor of Science in Media Arts and Animation

September 2008

AWARDS & HONORS

- 2nd Place Iron Animator Competition – Sept 2008
- 4.0 GPA – Spring 2006

SKILLS AND PROGRAMS

- 3D and 2D Animation • Illustration • 3D Modelling
- Autodesk Maya • 3D Studio Max
- Adobe Photoshop • Illustrator • After Effects • Flash