

AMI BOGIN

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Hello! I'm Ami, an enthusiastic animator who enjoys telling stories through motion, and I specialise in educational animations with character. I graduated with distinction from The University of Edinburgh. When I am not losing myself off the edges of maps, I am creating colourful stories in After Effects at my most recent studio home: a digital learning company with global clientele.



SKILLS

- 2D & 3D Character animation, design, rigging, blocking, & lip sync
- Proficiency in animation tools such as Duik, RubberHose, and Joysticks
- Video editing and motion graphics
- Storyboard, concept art, & pencil tests
- Comic art, thumbnailing and writing from draft to finish

PROGRAMS

- Adobe Creative Suite CC - Photoshop, AfterEffects and associated plugins, Illustrator
- 3D - Autodesk Maya, Blender,
- Languages - HTML, CSS, MEL, ActionScript
- OS - Mac & PC

EDUCATION

The University of Edinburgh
Master's Degree in Design & Digital Media, specializing in animation

Graduated with Distinction
November 2012

John Lansdown Project Prize
for final project - Inspiration
Burns: Multi-plane seven part
animated collection



EXPERIENCE

Freelance Animator

Berlin, Germany 2017 - present

Animator, Illustrator, Comic Artist

- Spinning full animations for elementary school kids from VO into engaging education animations with character animation, lip sync, and motion graphics
- Clean, fun motion graphics for business-friendly education
- Working with researchers to create animated stories of their work
- Currently working part-time making MG graphic novels

Circus Street

London, UK 2014 - 2017

Animator

- Create unique educational animations on teams and solo from the concept, storyboard, design, and illustration stages straight through production in a fast-paced setting
- Work ranges from vector to traditional and illustrative techniques
- Experimented with a variety of styles in After Effects & Photoshop
- Created 3D animations and assets in Maya for a VR experience

Cognitive Media

Folkestone, UK 2013 - 2014

Animator, Illustrator, Video Editor

- Traditional, vector, and scribe style animations
- Storyboarding, blocking, animatics, and other pre-production animation work setting the pace of the film
- Layout design & illustration for scribe-style animations
- Video editing, filming, and syncing

PROJECTS

Edinburgh International Film Festival

Edinburgh, UK 7/2012

- Project for New Media Scotland's *Atmosphere* series to augment the movie Hellboy with additional special effects and animations projecting outside the cinematic scape
- Fully storyboarded animated sequences timed to play alongside the movie and into audience space using three projectors

Inspiration Burns

Edinburgh, UK 8/2012

- Project for Historic Scotland bringing the Robert Burns Monument to life with immersive projection-mapped series of animated poetry shown over four simultaneous projections