AMI BOGIN

UK +44 798.339.4868
abanimates@gmail.com
http://abogin.com/

An enthusiastic animator who is a recent graduate, with distinction, of The University of Edinburgh's Design & Digital Media Master's programme with a wide palette of experience including 3D and traditional, animation and video editing for games, web, and projection mapping.

EDUCATION

The University of Edinburgh   **Edinburgh, UK   9/11 - 11/2012**
Master's Degree in Design & Digital Media, specializing in animation
Graduated with Distinction November 2012 (US: with honors)
John Lansdown Project Prize for final project - Inspiration Burns: Multi-plane seven part animated collection

SKILLS

- 3D & 2D Character animation & design in a variety of styles
- 3D - Character modeling, rigging, skinning, texturing, constraints, lip sync, and animation
- Video editing and motion graphics
- Storyboard, colourscript, & pencil tests

PROGRAMS

- 3D - Autodesk Maya 2013, Blender
- Adobe Creative Suite 6 - Photoshop, AfterEffects, Flash, Illustrator
- ToonBoom Animate Pro
- Languages - HTML, CSS, MEL, ActionScript
- OS - Mac & PC

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 space
- Fully storyboarded animated sequences timed to play alongside the movie

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
- Seven animated sequences using techniques of 3D and traditional animation in a range of artistic technique

EXPERIENCE

Cognitive Media   **Canterbury, UK   5/2013 - present**
Animator, Editor, Concept Artist

- Animation, motion graphics and special effects for web published 2D and 3D animated shorts
- Storyboarding, blocking, animatics, and other pre-production animation work setting the pace of the film
- Character design and concept art as a style and mood guide for in-house and external illustrators and animators
- Video and sound editing and syncing

Suspended Belief Studios   **San Francisco, CA   5/2012 - present**
Freelance Animator

- Frame-by-frame character animator for upcoming iPad adventure game Indiginauts
- Adapted to the styles of the lead illustrator and style guide to create character animations, including walk cycles, cutscenes, and item interactions

Curious Brain   **Brooklyn, NY   2/11 - 5/2011**
Animator, Designer

- Created assets and animations for casual games for children and adults using appropriate visual styles for each brand, including major properties such as Paul Frank and Thomas the Tank Engine
- Flash-based animation for game characters for Paul Frank Desk and Julius! FunKit launched apps
- Created and maintained home and affiliated sites through HTML, CSS, Flash and Javascript