

Mack Werner

Animator

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mackwernerart.com

Passionate animator seeking a position which will give me an opportunity to expand my skills by working on high-quality, professional projects.

Education

George Mason University | *2017-2021*

Bachelor of Fine Arts in Art and Visual Technology

Concentration in New Media

GPA 3.87 magna cum laude

Experience

Animatic and Storyboard Artist for Noirtainment | *2021 October-Present*

- Translate scripts into working story beats for previs
- Choose strongest dialogue and cultivate preliminary acting
- Maintain workflow and communication while working remote

Resident Artist for Amherst County Public Schools | *2021 June-July*

- Worked to bring an artistic perspective to low-income Middle School students for their summer program, emerging post COVID-19
- Crafted impromptu lesson plans and artworks in tandem with another artist and the students

Animator for Virginia Serious Game Institute | *2019-2021*

- Worked as the sole animator for a student-lead educational game startup
- Created traditionally animated assets consisting of character and FX animation
- Played a pivotal role integrating the animation workflow into what is needed for game design with a team of talented artists and programmers

Lead Animator for *Harra and the Donkey* | *2019-2020*

- Worked as a project manager and animator leading a team of 10 student animators amidst COVID-19
- Communicated with the director and editors to introduce the animation pipeline
- On-set animation guidance during shooting
- Lead fruitful animation critiques while remote

Key Skills

Character Animation, Effects Animation,
Cleanup, Draftsmanship, Storyboarding,
Illustration, Adobe Creative Suite, TVPaint,
Other Relevant Software

Languages

English Professional
Spanish Conversational
Portuguese Conversational