

Melissa Dodd

2D/3D Computer Animator



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Denver, CO

Professional Experience

	What I Did	Why It Mattered	How It Set Me Apart
Hi Road Productions Feb '15-Present Project Manager Editor Lead Animator	Managed teams of artists and animators in the creation of storyboards, comps, illustrations, and animatics. I also handled the majority of the animation for animatic spots.	These comps and animatics let companies strategically test new commercial ideas on focus groups. The data collected then helped determine which ideas and spots moved onto production.	I added value by having a quick turn-around time and effectively taking last minute direction which enabled the client to enjoy real-time updates. This resulted in the client showing the best options for new commercials.
GrumpyOldMan Studios Mar '14-Aug '15 Lead Animator and Artist	Conceptualized, created, and animated characters, game-play assets, and artwork for the mobile ios game "PUPPIES."	By having creative control, I was able to dedicate more time to the appearance and made sure that it was as fun and engaging as possible.	By bringing my art and animation experience to a heavily technical platform, I was able to keep the art direction on point while still staying within the confines of the game specifications.
Kerpoof! A Walt Disney Online Media Group Nov '08-Sep '09 Animator and 2D Computer Artist	I played a key role in the creation of ANIMODS (Cat, Bird, and Dragon), MAKE A PICTURE (Toy Story and Cinderella), and COMIC BOOK CREATOR (Mickey and Friends).	Worked with a team of artists on the Disney.com Create Portal, which was an interactive area for children to create their own art using the Disney Characters.	I created art that exceeded Disney's very specific standards, plus my animation expertise provided a higher quality product that lead to more enjoyment and activity for the audience.
Guldbrand Animations Jan '06-Present 2D + 3D Animator and Artist	Worked with companies on various projects which included 2D and 3D character animation for independent films, games, trade shows, moving picture books, commercials, and advertisements.	I was able to grow and learn in fast-passed situations and prove myself able to adapt to changing circumstances. In addition, working with different individuals and teams developed my client skills.	I delivered the project more quickly than the deadline required, and that the client expressed satisfaction with the project and utilized the artwork on their website.

Summary of Skills

2D + 3D Character Animation
 Project + Team Management
 Art + Asset Creation

Highly-Developed Skills



Maya



CC Animate



After Effects



Photoshop

Familiar Skills

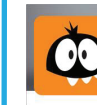


Premiere



Illustrator

Education



AnimationMentor.com
 Graduated: Jan '11



Rocky Mountain College of Art + Design
 Graduated: Dec '07

Interests

