

Javonne Dandridge-Rivera

2D Artist/ Animator

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(917)386-5261

Experience

Present **Freelance**

New York,

Designer & Artist

- Designed various illustrations and logos for independent clients
- Worked in multiple medias to meet clients standards
- Organized and maintained client relations during production

2012 **Comic Book Legal Defense Fund**

New York, NY

Character Animator – Team Project

- Designed 2D characters to fit on a 3D background
- Worked alone to produce keyframed animation
- Worked with team to in-between and clean up animation

2013-2021 **Developmental Disabilities Institute** **Ridge, NY**

Community Instructor

- Advocated for autistic adults
- Helped integrate autistic adults in local community settings
- Assisted autistic adults through daily life skills and necessities

Skills

Skilled in 2D animation and editing using **Adobe Flash**, **After Effects**, **Premiere**, Illustraton and graphic design using **Adobe Photoshop**, and **Illustrator**, **Clip Studio Paint Pro**, and **Apple Procreate** 3D modeling, texturing, and animation using **Autodesk 3ds Max**, familiar with **Pixologic Zbrush**, some experience with level design and art pipeline using the **Unreal 3 Engine**

Education

The New England Institute of Art

Brookline, MA

Bachelor of Science degree in Media Arts & Animation

Anticipated August, 2012

Coursework includes: life drawing, color theory, graphic and spatial design, traditional 2D, 3D computer animation, stop motion, and digital motion graphics

