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EXPERIENCE

### January 2023 – Currently Working | hybrid workplace

## NDA SHOW , BARDEL. BC, CANADA.

* Working as a 2D builds artist for an unannounced Adult Animation TV Show

### may 2022 – august 2022 | hybrid workplace

## 2D Harmony rigger : RICK AND MORTY + NDA SHOW , BARDEL. BC, CANADA.

* Created multiple full-body character turnarounds with MC’s and blinks
* Rigged special poses utilizing existing rigs to allow for a smooth integration into animation
* Made props of varied complexities with a focus on functional layering for animation
* Proficient with rigging props with different approaches for animation and for FX
* Experience with importing and rigging Held Cells with specialized approaches depending on the shots needs
* Routinely and quickly fixed errors from other riggers including: halo’ing, cutter problems, pivot issues, and design inconsistencies
* Worked quickly and efficiently under a deadline. Was called on to work with senior builders during crunch moments within the studio because they trusted my speed and skill
* Comfortably added to and revised assets rigged by other artists or outsource studios as well as adapted to their different rigging techniques for a cohesive result
* Communicated with leads and project managers about the timeline, progress, and always asked questions if they were needed

### Feburary 2020 – August 2022 | Remote since April 2020

## Graphic AND INSTRUCTIONAL DESIGNER, CIMES. FL, USA.

* Created and delivered interactive instructional videos to fit clients’ respective existing branding styles
* Created over one hundred custom vector prop designs in Illustrator and InDesign
* Created and customized images, text, and basic animations to create visually interesting text documents and video’s that accompany preexisting audio

Education

**BA in Studio Art & BA in Art History,** Florida State University

Skills

**TOON BOOM HARMONY**

* Used slider wizard script to create a master controller for blinks
* Used grid wizard script to create a master controller for head movements
* Ability to build in different character styles
* Utilized colour-overrides and cutters to cleanly cut artwork without halo’ing
* Set up deformation chains to put deformers on multiple character views
* Rigged mouths with teeth and tongue cut to the inside