## Jamaar Meeks

Objective: To obtain a storyboard artist/storyboard revisionist position with an animation studio that will allow me to utilize my draftsman skill set that provides opportunities for learning and growth.

## Education

## Milwaukee Area Technical College

Associate of Applied Science degree in Animation, where I studied Storyboarding, character design, background layouts, and 2-D animation.

## ADC School Online

Long Beach, CA
(Certification) Andres Alverez Storyboard Pro 20 Beginner studies the basic operations of Storyboard pro, composition, visual storytelling, and character acting.

## Industry Experience

## Power House Animation Studio (PA)

Jan 2022- April 2022

- Remote note-taking and distribution
- Design breakdowns and reference research/allocation
- Organize designs, assets, and shot files in storage locations
- Managing and organizing art assets


## Nickelodeon (PA)

May 2021- Jan 2022

- Remote Note-taking
- Preparation of daily reviews and shipments
- Review storyboard sequences in storyboard pro 7
- Create digital Sb-pro templates in storyboard pro 7
- Asset checking \& scene callouts
- Managing and organizing art assets


## Kimoto Studios (SB Artist)

Jan 2021- April 2021

- Remote Storyboard artist on Frank dickens Season 1 ep. 1
- Digitally boarded/ revised sequences in storyboard pro 7
- Created timed animatic sequences with sound fx and voice tracks

Long Beach, CA
(414) 324-4613

Meeksjamaar91@gmail. com

## Software Knowledge

- Storyboard Pro
- Photoshop
- Adobe Animate
- Google Suite
- After Effects


## Hard Skills

- Storyboard Pro Certified
- Microsoft Office
- Quickbooks


## Soft Skills

- Team Work
- Time Management
- Critical thinking
- Stress Management
- Adaptability
- Self Starter
- Open to criticism
- Communication skills
- Filemakerpro


## Freelance Storyboard and Animation

Captain America Youtube Intro (2020)
Digitally created a new youtube intro for YouTuber Tyrone Magnus, through the process of the animation pipeline from rough thumbnails to storyboarding and finalizing the animation.

