

## Adi Messinger

**Portfolio:** <https://www.adiart.ca/> **Email:** [adiartact@gmail.com](mailto:adiartact@gmail.com) | phone number and address given upon request

### 2D Animator and Designer

Bachelor of Animation Graduate with recent experience as a 2D Animator and Design Artist. Specializes in animation and design. Proven to be flexible and well-rounded, with involvement working in various positions across the animation pipeline. Strives to create innovative and effective storytelling through a visual medium. Excels at communicating with team members, adept at solving problems independently and finding helpful resources. Actively seeks opportunities to learn new softwares and skills. Values guidance from senior animators and designers, takes constructive feedback well.

#### SOFTWARE SKILLS

- ToonBoom Harmony
- Spine Animation
- Adobe Photoshop

#### EDUCATION

**Bachelor of Animation**, Sheridan College, Oakville, ON 2016 – 2020

#### CAREER BACKGROUND

##### 2D HARMONY ANIMATOR

**Laughing Dragon Studios**, Montreal, QC | Nov 2022 - Aug 2024 |

- Animated using ToonBoom Harmony rigs, worked on a variety of different productions (Upcoming Build-A-Bear Kabu TV Series, Space Bears (canceled feature film), Least I Could Do shorts)

##### 2D GAME ANIMATOR

**DoubleJump Games**, Remote | Apr 2022 - Sep 2022 |

- Learned to use Spine animation software, as well as created pixel art and raster animation within a short period of time
- Created 2D hand-drawn and rigged animations using ToonBoom and Spine Animation for in-game content

##### 2D GAME ANIMATOR & DESIGNER

**Prodigy Education**, Oakville, ON | Mar 2021 - Nov 2021 |

- Learned to use spine animation software, as well as creating pixel art and raster animation within a short period of time
- Created 2D hand-drawn and rigged animations using ToonBoom and Spine Animation for in-game content
- Designed 2D icons as well as characters and re-skins for in-game assets

##### 2D ANIMATOR

**Portfolio Entertainment**, Toronto, ON | May 2019 - Aug 2019 |

- Animated using ToonBoom Harmony rigs, and met weekly quotas
- Communicated effectively with animation team and ensured that revisions were made as required