

**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

- Adobe Photoshop
- ToonBoom Harmony
- Spine Animation

### EDUCATION

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

### CAREER BACKGROUND

#### 2D ANIMATOR

**DoubleJump**, Remote, 2022 [Present]

- Making 2D rigged animations using Spine Animation for in-game 'Among Us' Mods
- Working on creating high quality 2D animation in a fast paced environment

#### 2D GAME ANIMATOR & DESIGNER

**Prodigy Education**, Oakville, ON 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 2019

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

#### TEACHER ASSISTANT

**Sheridan College**, Oakville, ON 2018 - 2020

- Assisted instructor by teaching life drawing classes in Sheridan College Art Fundamentals program
- Helped students develop stronger drawing rudiments regarding anatomy, perspective, line quality, gesture, and storytelling