

Dionne Burgess

2D Animation | Story Art

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Profile

A story artist, 2D animator and illustrator with a passion for character animation and storytelling. A conscientious worker who is quick to learn and eager to develop existing skills further while working with a team of other passionate people.

Skills

- Programs: TVPaint, Photoshop, Premiere, After Effects, ToonBoom Storyboard Pro
- 2D traditional and digital animation, illustration
- Teamwork: creating animation for a director, following changes given, taking input on board and adhering to strict deadlines set by a production manager

Relevant Experience

Storyboard Art, 2D Animation | 2018 - 2019

Worked as part of a team to create a 5-minute short film in one year, using Photoshop, ToonBoom Storyboard Pro and TV Paint

2D Animation | 2016 - present

Participated in online animation projects with scripts and set deadlines, tasked to create a short animation through all stages, from storyboarding to compositing

Illustration | 2014 - present

Took digital illustrated commissions, focusing on character art

Education

2015 - 2019 - 2.1 BDes (Hons) Degree in Animation at Duncan of Jordanstone College of Art and Design

2013 - 2015 - A in Advanced Higher Art and Design, A in Higher Graphic Communication at Gleniffer High School

Interests

Writing characters, immersing myself in video games, and playing Dungeons and Dragons.

References available upon request