# Ashlynn Prince

Motion Graphics | 2D/3D Character Animation

Motivated Animator ready to gain as much experience as possible. Very dependable and hardworking. Willing and ready to learn in various environments. Easy to get along with and eager to make connections in and out of the workplace. Respectful and professional above all else, and excited to have any opportunity for improvement.

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## EDUCATION

### Bachelor of Arts in Animation (Honors)
Webster University

*08/2019 - 12/2022*                                    *GPA - 3.99*

*Summa Cum Laude*

- 2D / 2.5D / 3D Animation
- Graphics and Effects
- Script Writing
- Character Design
- Storyboarding
- 3D Modeling / Rigging
- Concept Art
- Intermediate French II

## WORK EXPERIENCE

### Motion Graphics Designer
Think Tank PR + Marketing (White Buffalo Film Studios)

*01/2023 - Present*                          *St. Louis, Missouri*

*Achievements/Tasks*

- Worked with the Creative Director to create Award-Winning Animated Content for clients: Stadium LEDs, Commercials, and assets for Social Media and Websites. Includes Storyboards, Motion Graphics, Character Animation, and Logo Animations.
- Attended meetings with clients to discuss their needs, and contributed to all aspects of the Video Production Team's process including strategizing, conceptualizing, and creating content, as well as taking feedback from clients and making relevant changes as needed.
- Provided Support during on-location shoots in the role of Production Assistant whilst working with the video team to stay on schedule, organized, and motivated.

### Animation Intern
Abstrakt Marketing Group

*08/2022 - 12/2022*                          *St. Louis, Missouri*

*Achievements/Tasks*

- Worked under the Senior Animator to conceptualize and fulfill approved video production work, including Storyboards, Motion Graphics, Character Animation, and Logo Animations for both internal and external projects.
- Managed projects from conception to delivery, demonstrating excellent communication skills with all parties throughout the entirety of the project.
- Used professional video editing software (Adobe Creative Cloud) to create and edit video content.

### Content Designer
Webster University

*02/2022 - 12/2022*                          *St. Louis, Missouri*

*School of Education | Graduate Department*

### Graphic Design Intern
Le Centre Francophone

*03/2022 - 05/2022*                          *St. Louis, Missouri*

*International Languages and Cultures Department at Webster University*

## SKILLS

- Adobe After Effects
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe InDesign
- Adobe Audition
- Toon Boom Harmony
- Autodesk Maya
- Blender

## PROJECTS & ACHIEVEMENTS

**Stadium Motion Graphics (2023 - Present)**
*Custom Motion Graphics designed for Stadium LEDs for clients advertising in the St. Louis CITYPARK, Enterprise Center and Busch stadiums, as well as Nashvillle's Geodis Park.*

**Down the Rabbit Hole - Webster48 Animation Winner (11/2022)**
*Webster48 is a 48-hour competition hosted by Webster University in which teams of students create an animation, film, or video game. I took on the roles of Lead 2D Animator and Storyboard Artist on our team which won first place!*

**The Marianne & Peter Gleich Endowed French Language Scholarship (08/2021 - 05/2022)**
*Nominated by faculty members in the Department of Languages and Transcultural Studies at Webster University. Awarded for classroom performance and interest in networking opportunities regarding French studies.*

**Animated Shorts Finalist (Kinematifest) (04/2022)**
*Kinematifest is an annual student-hosted film festival at Webster University intended to showcase student work.*

## ORGANIZATIONS

**SIGGRAPH (Webster University) (08/2019 - 12/2022)**
*Animation club that provides a community which supports animation students.*

**Welcome Neighbor STL (09/2020 - 12/2021)**
*Organization welcoming immigrants and refugees into St. Louis. I was a volunteer tutor available to any student who needed help.*