Dana Journey

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Experience

Stop Motion Fabricator for Upcoming Short Film (The Golden Calf)

- Built sets, puppets, props, and environments for several scenes of the short film

- Referred to the given concept art while designing props and environments to maintain and enhance the visual style of the film

- Used techniques such as Plaster mold-making, airbrushing, foam-carving, and woodworking

- Ensure shop safety by taking precautions such as wearing safety goggles and using power tools and machines properly

Concept Artist and 2D Animator for Upcoming Documentary Film -(The End of Isolation)

Academy of Art Studio X- Spring 2024

- Took the lead in conceiving the visual style for the animation requested by the film's director, creating concept art pieces and storyboards that streamlined the animation process and enhanced the narrative of the film

- Designed and produced animated sequences, utilizing Adobe After Effects and Toon Boom Harmony, enhancing visual storytelling and achieving a seamless blend of animation that complimented the documentary's audio.

2D Animator for Feature Film (Gonzo Girl- Directed by Patricia Arquette) Academy of Art Studio X - Spring 2023

- Meeting with the director of animation and Mrs. Arquette weekly to discuss the visual style of the animated sequence, gather references, and discuss the animation process

- Deliver animated sequences weekly to be modified and composited into the live-action footage

- Using Adobe After Effects, I masked textures and patterns on top of the animated sequences to create a style that matched Mrs. Arquettes vision

Skills

- Fine Art
- Painting and texturing
- Woodworking
- Sculpture
- Mold Making
- Armature and Rig Building

- Sewing, knitting, and embroidery
- Illustration
- Metal working
- Stop Motion Animation
- 2D Animation
- Character Design

Education

Academy of Art University - BFA Animation and Visual Effects - Mold Making class (Febuary- May 2024)