

JENNIFER VUKONICH

CHARACTER AND PROPS DESIGNER

PROFILE

Imaginative designer skilled in creating props, characters, and background environments for 2D and stop-motion animated projects using a variety of drawing techniques and tools. Team player with strengths in multitasking and punctuality and a fundamental knowledge of the animation pipeline.

EDUCATION

B.F.A. in 2D Animation & Stop Motion

School of Animation and Visual Effects
Academy of Art University, San Francisco, CA / 2021

Courses included Respect for Acting, Environment Design for Visual Development, Digital Environment Sketching, Character Design, and Traditional Animation.

EXPERIENCE

Pet Caricature Artist DigyPet.com / 2021 - Present
Content Creator Air Mattress Media / 2022 - Present

PROJECTS

Character Designer Blackie 2020s / 2021 - 2022

- Develop a character model sheet and sketch expressions, turnarounds, mouths, and hands. Created final sketches, coloring, and light using Photoshop.

Prop Designer Beware of the Big Bad Wolf / 2021

- Gathered reference photos and developed a concept for a tempered rustic wooden beware sign. Created the prop modeling sheet, sketches, added colors, textures and lighting using Photoshop.

CONTACT

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SKILLS

Character & Prop Design
Environment Design
Stop-Motion Animation
Digital Painting
Storyboarding
2D Animation
Lighting & Texture

TOOLS

Autodesk Maya
Autodesk Mudbox
Corel Painter
ToonBoom Harmony
TV Paint
Adobe After Effects
Adobe Photoshop
Adobe Media Encoder
Anvsoft Any Video Converter
Art Rage Lite

AFFILIATIONS

Women in Animation