

ANNAMARIE J. POPE

2D ROUGH ANIMATOR, CHARACTER DESIGNER, ILLUSTRATOR, CRAFTER

CONTACT

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EDUCATION

2022 - 2026

DAEMEN UNIVERSITY

- Bachelors Degree of Fine Arts

SKILLS

- Photoshop, Clip Studio, Procreate, Illustrator
- Toon Boom Harmony
- Story Board Pro
- Maya + Nomad Sculpt
- Sculpting Physically (foam, clay, multi-medium)
- Sewing + Patterning
- Project Management
- Teamwork
- Time Management
- Effective Communication

LANGUAGES

- English (Fluent)
- Spanish (Basics)



PROFILE

Hello there!! Thank you for stumbling upon me and my work, whether it be because I applied for something or you're the one coming to me; you're actively contributing to my dreams coming true believe it or not! I'm one of the lucky few that's known I've wanted to do this for a long time, and being freshly graduated, I finally get to dive in! Animation, specifically bringing life to characters through design, hand drawn animation, or even wearable art, has been my forte for some time now. As much as I hope it shows through my work, I hope meeting me gives you some insight to the joy I've dreamt of spreading through my work for as long as I can remember! I'm overjoyed to be here (its been a long time coming!!), and I'm excited to see where my creations will take me next!

WORK EXPERIENCE

Commission Work (Rappi Tappi LLC.) 2020 - PRESENT

Self-Employed Artist, Illustrator, Costume Maker

- Take existing characters from customers and create artwork of them ranging from sketches to digital paintings.
- Design characters based off of descriptions and visions provided by customers
- Create physical, wearable representations of characters via puppetry or mascot creation.
- Maintain efficient and thorough communication with clients through various social platforms for varied periods of time. (Depending on project)

"Antipasto" Short Film (Ongoing) Summer 2023

Character Designer

- Hired as the only character artist on the project.
- Working under an art director and writer to flesh out the personalities and looks of the characters as a team.
- Work with existing turnarounds to create expression and pose sheets for each character with a consistent style.

Daemen University Summer 2024 - Spring 2026

Mascot Designer, Maker, and Performer

- Work with multiple clients to redesign the school's mascot to be costume friendly, as well as create the costume itself via foam sculpture and fabrication.
- Maintain frequent communication with multiple clients over an extensive time frame.
- Bring life to a character through performance in a mascot suit at requested events.

The Hero's Journey; With Kitts and Merp 2025-2026

Thesis Film Creator

- Create a completed two minute solo film as a graduation requirement.
- Manage every part of the film from writing to compositing; done in 2D hand drawn animation using Toon Boom Harmony.
- Strict time management in order to complete the film and submit it to festivals on time.

Poster World PSA (PTTC Northwest: HHS) Summer 2026

Rough Animator

- Use toon boom harmony to create rough animated scenes based from storyboards, character turnarounds, and directors notes.
- Work in a small studio group to create a collaborative film for a nonprofit.
- Rough and tie down all scenes for deadlines on time.

REFERENCES

Mike Jones

Daemen University (Professor)

Phone: (661)-480-3977

Email : mjones@daemen.edu

Ye Aung

Warner Bros (Rough Animator)

Phone: (626)-230-7905

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