

ADELE HAWKINS

Motion graphics and Character animator

Dearborn, MI 48124

adelehawkinsart@gmail.com

313-320-9050

Portfolio: bit.ly/hawkfolio



WORK EXPERIENCE

2D Game Designer

EVERI HOLDINGS Inc - Southfield, MI

December 2018 to July 2020

I designed and illustrated luscious and unique games for casino kiosks. I was responsible for drawing storyboards, concept art, and created 2D/3D game assets and animations.

Teaching Artist

College for Creative Studies - Detroit, MI

September 2016 to July 2018

As part of CCS's "Community Arts Partnership" initiative, I teach youth in Detroit schools about the principles and power of animated storytelling, empowering them to create films about themselves and their community.

Instructional Motion Graphics Designer

University of Michigan - Ann Arbor, MI

November 2016 to May 2018

I lead the animation for "Praktio", an online course at the UM law school. I enhanced the workflow by introducing storyboard animatics before animating the final motion graphics. In addition to producing animated videos, I manage an extensive library of all the assets used.

Animation Teacher

Ann Arbor Art Center - Ann Arbor, MI

April 2016 to June 2016

I created and implemented an 8-week introductory course in traditional animation, targeted towards teens and adults. This was the first animation course offered by the art center.

Character Designer

Q+M - Ann Arbor, MI

September 2015 to February 2016

I worked closely with company president to create character designs and storyboards for in-house animated TV-show pitch that was optioned for development by Disney. Art-directed promotional billboard mock-ups for the show to-be.

Snapchat filter designer

Looksery App - Castro Valley, CA

August 2015 to November 2015

I designed engaging new effects for facial tracking selfie app. Created rough sketch proposals, then detailed static storyboards in Photoshop.

Flash Animator

Axe Cop, Season - Saint Petersburg, FL

April 2015 to May 2015

I animated a series of assigned shots on Season 2, Episode 10. Using storyboard artist's drawings as reference, created hand-drawn key frames and in between drawings using Adobe Flash CS5 and CC.



EDUCATION

BFA in Computer Animation

Ringling College of Art and Design - Sarasota, FL

2015



SKILLS

- 3D
- Maya
- Animator
- VFX



LINKS

<http://bit.ly/hawkfolio>