

STAR REN

2D ANIMATOR

CONTACT

starapture@gmail.com
starapture.com

SOFTWARE

- Adobe Suite
[Photoshop, After Effects, Animate]
- Toon Boom Harmony
- Clip Studio Paint
- TVPaint
- Blender

SKILLS

- 2D Animation
- 3D Modeling
- 2D Compositing
- Motion Graphics
- Digital Illustration
- Traditional Painting
[Oil, Watercolor]

EDUCATION

Pratt Institute | 2022
BFA Digital Arts/2D Animation

EXPERIENCE

PETTY KARMA // Apr 2023 - Present

Rough character animator for an upcoming indie game. Worked with directors to create attack animations from concept to tiedown.

COOL ABOUT IT // Jul 2023

Rough, cleanup, and inbetween animator for the Boygenius music video "Cool About It".

RATIONAL ANIMATIONS // Apr 2023 - May 2023

Rough & cleanup/color animator for the Rational Animations youtube channel.

STUDIO HEARTBREAK // Oct 2022 - May 2023

Rough & cleanup animator for the trailer of the short film "The Lovers". Digital & traditional charcoal animation. 3D models for 3D printed figurines.

D-CELL GAMES // Jun 2022 - Apr 2023

Rough & cleanup/color cutscene animator for the rhythm game *UNBEATABLE*.

STUDIO YOTTA // Mar 2023 - Apr 2023

Rough animator for NDA.

MYSTERY SKULLS // Mar 2023 - Apr 2023

Rough animator for a Mystery Skulls Animated music video.

KEVIN KURTZ // Sep 2022 - Jun 2023

Illustrator for "How to Read a Rock Vol. 2", an educational children's comic for JOIDES resolution.

HEARTS OF TITAN // Jan 2022 - Apr 2023

Rough & cleanup/color animator for the webseries *Hearts of Titan*.

IRON CIRCUS COMICS // Jun 2020 - Feb 2023

Rough, cleanup/color, & 3D prop animator for "Lackadaisy: The Animated Short (Jun 2020 - Dec 2021). After Effects compositor (Nov 2022 - Feb 2023).

THE LEGEND OF PIPI // Jan 2021 - Feb 2021

Rough & 3D prop animator for the short film "The Legend of Pipi".

FAR-FETCHED // May 2021 - Aug 2021

Rough animator for the animated webseries *Far-Fetched*.

FREELANCE COMMISSIONS // 2015 - Present

Illustrations, GIFs, & 3D models for clients found through social media. 2D animation, 3D models, and motion design for various music videos, both individual and in teams [ex. Sugar Octette].