

Marina Morse // Digital Artist

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☎ 978-427-8011

EDUCATION

Savannah College of Art and Design

September 2018 - June 2022

Major: Animation Minor: Illustration GPA: 3.84

- Received comprehensive training in visual storytelling, character development, and world-building tailored for animation and gaming industries, emphasizing creativity and technical skills in the production pipeline.

EMPLOYMENT HISTORY

Freelance Digital Artist

2017 - Present

- Successfully completed a range of over 50 projects such as logo design, illustrations, and concept art.
- Demonstrated the ability to work efficiently under pressure, meeting 100% of deadlines while maintaining the highest quality standards in a variety of styles.

Game Design Intern ◦ HealingHand Tech

11/2023 -

Present

- Actively collaborated remotely with cross-functioning teams in game development and UX/UI teams to conceptualize and produce high-quality 2D art assets for a telerehabilitation mobile game.
- Facilitated effective cross-team collaboration among 40 artists by streamlining communication processes and optimizing task management.

Lead Bookseller ◦ Barnes & Noble

10/2022 -

Present

- Demonstrated adept leadership and management skills in overseeing a team of over 20 Booksellers, ensuring efficient task distribution and exceed daily operational goals.
- Masterfully balanced leadership responsibilities, employee training, customer service duties, and creative design tasks within a fast-paced retail environment.

Thank You Have A Nice Day

03/2021-06/2021

Hybrid Animated Film ◦ Jordan Fleming & Moira Haney

- Storyboarding, Prop Design, Background Clean-Up
- Provided unique prop designs, storyboards, and efficient background clean-up, ensuring visual coherence and storytelling impact.
- Worked under a tight deadline of 10 weeks from conceptual pre-production to post-production on a team of twelve artists in a remote setting.

Mouncey

09/2021-06/2022

Hybrid Animated Film ◦ Rad Szarmach

- Character Design, Prop Design, Background, 2D Animation Clean-Up
- Co-headed character design initiatives crafted compelling prop designs, and contributed to background development to enhance visual appeal.
- Collaborated with 10 artists to produce a 5-minute animated short film within 9 months.

Tavla

04/2022-06/2022

2D Animated Film ◦ Zoe Bysal

- 2D Animation Clean-Up
- Played a pivotal role in refining 2D animation sequences through clean-up, enhancing overall project visual appeal.

AWARDS: Recognized at the Philadelphia Independent Film Festival, Atlanta Film Festival, Rockport Film Festival, Animart, and as an Independent Shorts Finalist.

◦ DETAILS ◦

Boston, MA
Mission Viejo, CA
United States
Open to Relocation

◦ LINKS ◦

Portfolio
LinkedIn

◦ SKILLS ◦

SOFTWARE

Adobe Creative Suite
Blender
Figma
Final Draft
Maya
StoryboardPro
ToonBoom Harmony
ZBrush

TECHNICAL

2D Animation
3D Animation
3D Modeling
Anatomy
Backgrounds
Character Design
Color Theory
Creature Design
Illustration
Perspective
Prop Design
Scriptwriting
Storyboarding

SOFT

Adaptable
Collaboration
Communication
Critical Thinking
Leadership
Self Direction
Teamwork



