Silviana Alberti

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SUMMARY

Character-driven Animator with a strong emphasis on story development and high-quality animation. Demonstrates expertise in executing emotionally charged, dramatic shots. Proficient in various animation styles, techniques, and software, ensuring versatility in project execution. Committed to elevating storytelling through innovative animation solutions.

SKILLS

- Layer management
- Color theory
- Clean-up animation
- Traditional animation
- Animation principles
- Digital animation
- Inbetweening skills
- Tweening techniques
- Facial expressions

PORTFOLIO

https://silvitrine.wixsite.com/portfolio

EXPERIENCE

2D Animator - Passion Project | NSW
January 2022 - Current

- Maintained consistency of style, color palette and graphic design standards throughout the project.
- Created dynamic character movements based on reference videos or real life observations.
- Utilized industry-standard software applications like Toon Boom.
- Developed storyboards and animatics for 2D animations.
- Designed key frames, in-betweens and special effects for animations.

Freelancer - Self Employed | NSW
January 2020 - Current

- Identified areas for improvement, narrowing focus for decision-makers in making necessary changes.
- Created promotional material such as posters, flyers and brochures to advertise upcoming events or campaigns.
- Completed first-rate, hand-drawn animation for social media use.
- Tested animation before finalizing it for delivery to clientele.
- Ensured all artwork adhered to established brand standards before delivery.
- Utilized Adobe Creative Suite programs to create original designs and edit existing images.

Comic Artist - Passion Project | NSW
January 2020 - Current

- Studied different techniques to apply to artistic endeavors.
- Integrated and developed visual elements to produce illustrations of ideas, emotions or moods.
- Attended conventions related to the comic industry to promote work and network with other professionals in the field.
- Developed comic book storylines and scripts for individual issues or entire series.
- Created original characters, settings, and plotlines to be used in comics.
- Designed layouts of panels on each page, including the placement of text balloons and captions.
- Reviewed proofs from printers before sending them out for publication.

EDUCATION

Bachelor of Interactive Media | AIT NSW
January 2018 - February 2020

- Major in: Interactive Media
- Minor in: Screen Language
- Member of the Couch Club, to promote student morale
- Ranked in the top 10% of the class in 2D animation

ACCOMPLISHMENTS

- Nominated for a screenplay award in 2019
- Scouted by multi-million-follower TikTok page, "Nutshell Animations" to create animations for their social media
- Wrote, illustrated, and self-published a 240-page graphic novel in 2020, with a sequel currently in development