

Victoria Alexander

2D Animator

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Summary

Creative animator with strong storytelling and character acting skills, specializing in 2D traditional animation techniques. Experienced with a number of software programs, including DigiCel FlipBook, Adobe Flash, Photoshop, and Illustrator. Able to work efficiently to meet deadlines, and capable of working on solo projects or in collaboration with teams.

Professional Experience

Concept Artist

2011

-Narc ehf., Kópavogur, Iceland

Worked remotely with art director to design and illustrate characters, environments, and other assets for upcoming, child-friendly MMORPG.

Animator/Game Artist

2009 - 2010

-Honeyslug Limited, London, United Kingdom

Animated characters and props for 2D PC game, *Happily Ever After*. Worked remotely with art director, meeting deadlines and exceeding expectations.

Illustrator/Character Designer

2007 - Present

-Kea Studios, Mini, Malaysia

-Virginia Fall Classic, Newport News, Virginia

-Children's Hospital of The King's Daughters, Norfolk, Virginia

Designed character model sheets and illustrations for clients in a variety of styles.

Achievements

Sugar Ninjas, volume 2

2010

Created comic pages included in anthology collection of female artists.

Newfilmmakers New York Animation Festival

2009

Animated short film *Upstaged* featured in summer festival program.

SCAD Savanijam

2007 - 2008

Completed fully colored animation short within 24 hours, based on contest's impromptu theme, and won honorable mention in both years.

Neopets

2006 - Present

Illustrated 126 comic strips for online magazine, *Neopian Times*.

Education

Savannah College of Art and Design, Savannah, Georgia

2008

Bachelor of Fine Arts in Animation, minor in Sequential Art

Graduated Summa Cum Laude

Awarded SCAD Academic Honors Scholarship 2004-2008 (for academic excellence and SAT score of 1330)

Online portfolio available at www.VictoriaMAlexander.com