

Alison Munnis

Production Assistant

CONTACT

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EDUCATION

Mentorship | 2021- present

Animation Mentor

Online animation school where industry professionals guide up-and-coming animators

Character Animation | 2017-2021

University of Central Florida

1 of 30 students annually chosen for the 2 year character animation program. Graduated in May of 2021 with a Bachelor of the Arts degree

Bachelors of Fine Arts | 2014-2017

Shepherd University

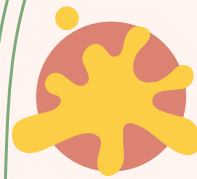
Selective liberal arts college located in Shepherdstown, WV. Classically trained in painting/drawing

SOFTWARE FAMILIARITY*

| | |
|------------------|--|
| Microsoft Office | |
| Photoshop | |
| Procreate | |
| Premiere | |
| ToonBoom | |
| Nuke | |
| Maya | |

*all most up to date versions of each program

SKILLS



Illustration



Organization



Story Development



Animation



Communication

EXPERIENCE

Forget Me Not | 2019-2021

Animator/Asset manager

An award-winning short film I worked on with a team of 15 other people for 2 years.

My work included 3D and 2D animation, asset management, concept art, character rigging, compositing, and I was the foley lead.

Free People | 2021-present

Manager/Keyholder

In my role as Keyholder, I used my artistic background and instincts, sunny disposition, and communication skills to sell units as well as assist with creating pleasing visuals of the products for the sales floor. Additionally, the use of strong leadership skills and delegative power have been necessary for success in this role