**Aimee Dan**

**Storyboard Artist and Illustrator**

aimeedanart@gmail.com  [www.aimeedan.com](http://www.aimeezhou.com)

**Education**

*Digipen Institute of Technology University of Washington*

Bachelors of Fine Arts in Digital Arts and Animation Studied Fine Arts

Graduated 2014 2008 - 2010

**Skills**

|  |  |
| --- | --- |
| * Create storyboards and animatics
 | * Character concept design
 |
| * Illustration
 | * Environment concept design
 |
| * UI design
 | * Collaboration and brainstorming
 |
| * 2D and 3D character animation
 | * Perspective and color comps
 |

**Programs**

|  |  |
| --- | --- |
| * Photoshop
 | * Indesign
 |
| * Illustrator
 | * Storyboard Pro
 |
| * Maya
 | * Microsoft Office
 |
| * Premiere Pro
 | * After Effects (basic working knowledge)
 |

**Work Experience**

**Amazon October 2015 - Current**

*Storyboard Artist*

* Created high quality storyboards within tight deadlines.
* Brainstormed story ideas within a team.
* Created multiple iterations based on team feedback.

**Microsoft (OSG Group) January 2015 - August 2015**

*Storyboard/Concept Artist*

* Partnered with a team focused on new product innovation.
* Collaborated with team members to create product scenarios based on consumer insights.
* Created high fidelity storyboards and product concepts within a short turnaround.
* Created illustrations, concept art, and animatics using Photoshop and Premiere Pro.
* Conceptualized UI and Product Designs.

**Tag Creative Studios September 2014 - December 2014**

*Animator, UI and Concept Artist*

* Shipped the game Boss Beat Down for the client Slim Jim.
* Animated 2D pixel sprite characters.
* Created character designs in the style of the lead artist.
* Created Storyboards for a game where I was one of the two lead artists.
* Created UI.
* Created concept art and mockups.

**Creative Circle May 2014 – September 2014**

*Storyboard and Concept Artist*

* Created storyboards for high profile clients at Alex Henry Studios.
* Conceptualized product designs.
* Created Concept Art.
* Created 3D models.
* Delivered on fast turnaround time.

**Zachtronics June 2014 – September 2014**

*Painter*

* Shipped the game Ironclad Tactics.
* Painted Comic Panels.