Anna Jonetta Moen Brown

annajmbrown@gmail.com -- annajmbrown.com -- 616-335-0997

Motivated artist with a history of production - looking for opportunities to grow her storytelling abilities and work on a variety of shows.

Work Experience

DreamworksTV / Gabby's Dollhouse

Storyboard Artist (June 2022 - Current)

- Boarded for a script-driven pre-school show with a focus on character acting, comedy, and music videos.
- Streamlined approach to incorporate Blender into the early stages of my work to keep boards producible downstream. Taught members of the team how to navigate and utilize blender in their workflows.
- Investigated 3D files, spotted potential hurdles, communicated with department leads and then brainstormed solutions to get the most impactful shots for our stories.
- Created a catalog of repetitive FX to help the story team be consistent across episodes.

Storyboard Revisionist (June 2021 - June 2022)

- Nominated for Newcomer of the Year in Dreamworks Story Summit 2021
- Taught storyboard artists how to utilize Blender in their workflow.
- Earned the opportunity to storyboard through OT while simultaneously continuing to work as a revisionist.

Production Coordinator (Feb 2020 - June 2021)

- Mentored fellow PCs and PAs about newly developed and show-wide processes. Created the process documentation to standardize meetings and reviews across our three episodic production teams.
- Actively projected forward and spearheaded critical meetings between all departments to proficiently overcome episodic hurdles.
- Caught errors in production schedule and modified milestones with Line Producer to meet demand.

Production Assistant (March 2019 - Feb 2020)

- Confidently ran meetings and continued the flow of conversation between all department leads.
- Organized and ran Supervising Producer's schedule.

Thingsmiths / Creative Lead (January 2015-July 2018)

- Developed file organization and production process for the company from the ground up.
- Created a Designer Employee Guide for the company and trained new members of the design team.
- Collaborated with clients to realize their vision in the form of illustrations, 3D models, and animations.

UofM 3D Lab / Animator and Consultant (May 2013-May 2015)

- Consulted directly with clients to develop their animation projects from concept to final production.
- Generated and organized assets for each project, and created personalized naming conventions and folder organization for quick project turn-around.
- Provided demonstrations on topics such as Motion Capture, 3D Scanning, Virtual Reality and 3D Printing.

Skills:

Technical: Storyboard Pro, Blender, Photoshop, Premier, Maya, 3Ds Max, Zbrush, Shotgrid, and Google Suite.

Soft Skills: Communication, problem solving, leadership, time management and empathy

Education

Cinematic Storyboarding with Alan Wan
- Concept Design Academy• Fall 2018

University of Michigan
- BFA in Art and Design   • 2010-2014

Storyboarding for Animation with Steven Macleod
- CG Master Academy • Spring 2016

Analytical Figure Drawing with Kevin Chen
- CG Master Academy • Fall 2019