

ZOE SERBIN

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA, Class of 2017

SCHOOL OF CINEMATIC ARTS

*Bachelor of Arts in Interactive Entertainment, Game Animation Minor
Magna Cum Laude*

WORK

Age of Learning - CONCEPT ARTIST & STORYBOARD REVISIONIST OCT 2018 – PRESENT

Duties include designing environments and backgrounds, props, characters; reviewing animatics, working with Art Director to make story edits and storyboard revisions for webisodes on Adventure Academy. Additional duties include compiling style guides, supervising on-site and remote animators, and giving animation notes on animated shorts.

Fabricated Films - CONCEPT ARTIST & STORYBOARDER JULY 2018 - PRESENT

Creating storyboards and animatic for episodes 2 & 3 of Zelda-parody web series "Adventure of Dink" as well as designing characters, props, set pieces and backgrounds.

Apartment D Films - CHARACTER DESIGNER JUNE 2018 – OCT 2018

Creating character designs of the main cast of characters for "Blue Mist" short series. Designs include color tests, turnarounds, expression sheets, and poses.

Open the Portal - ANIMATOR AUG 2018

Animated cardboard box transformations on Quaker Oats commercial.

Platypus Studios - ANIMATOR APRIL 2018 – MAY 2018

Animated paper cut-outs for stop motion short "The Encyclopedia of Manliness."

Extra Credit Studios - CONCEPT ARTIST FEB 2018 – APRIL 2018

Designed main cast and environment concepts for Bumble Brush television series pitch.

Bix Pix Entertainment - ASSISTANT ANIMATOR JULY 2016 – FEB 2018

Interned from July 2016 to Feb 2017. Worked as an assistant animator from May 2017 to Feb 2018. Duties include animating shots, testing props and elements, training interns, machining; rigging; sewing; puppet maintenance; cleaning of puppets, stages, sets, and props; animation testing and critique.

PROJECTS

Tugboat Graphic Novel - CO-CREATOR AND ILLUSTRATOR DEC 2016 – PRESENT

Illustrated and self-published 78-page graphic novel. Created character concepts, turnarounds, expression sheets and designed backgrounds, ships, and props. tugboatwebcomic.com

Second Nature - ART TEAM LEAD MAY 2016 – SEP 2017

*Managing art team, developing workflow pipeline, directing the overall visual style of the game, concepting, creating level layouts and in-game assets, and environmental and character animations. Game info can be found at secondnaturegame.com.
Toon Boom Harmony, Photoshop, and Unity.*

SKILLS

DIGITAL PAINTING, COLOR, CHARACTER DESIGN, PROP AND BACKGROUND DESIGN, ANIMATION (2D and STOP MOTION), PROJECT MANAGEMENT, SCHEDULING, 3D MODELING

SOFTWARE & TOOLS

ADOBE PHOTOSHOP CS6, STORYBOARD PRO, UNITY GAME ENGINE, WACOM CINTIQ TABLET, ZBRUSH, DRAGONFRAME, PERFORCE, ASANA PROJECT MANAGEMENT, MICROSOFT OFFICE

References available upon request.