Angela Trusock

Ubly, Michigan

Storyboard and Animation Artist

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Films

To: Vince (2022)
- ➔ Story Lead
  - ◆ team management
  - ◆ cut a 5-minute short into 1 for production
  - ◆ beatboards, revisions, animatic
- ➔ Animation Lead
  - ◆ researched, documented, and taught tools in ToonBoom Harmony
  - ◆ developed coloring and shading guidelines
  - ◆ roughs, breakdown, line + color, stylization

Symbiosis (2022)
- ➔ Story Artist
  - ◆ created board style guide
  - ◆ roughs, keys, critique, revision
- ➔ Animation Lead
  - ◆ utilized forced to-camera animation
  - ◆ researched and documented tools in Autodesk Maya
  - ◆ worked with teammates to create unique animation styles for different species of character
  - ◆ keys, breakdown, cleanup, critique

Man in the Moon (2023)
- ● concept art, animatic, scratch audio

Nerd Off (2023)
- ● character design, animatic, scratch audio

Apples and Oranges (2023)
- ● character design, animatic, scratch audio
- ● deliberate use of TBSB's 3D camera

GemTower (2023)
- ● wrote + edited 5-scene script
- ● animatic, scratch audio (Scene 1)

Education
- ● Ball State Uni. (2019-2023)
- ● Bachelor of Fine Arts
- ● Summa Cum Laude
- ● Honors College
- ● Student Associate for Animation (2021)

Software
- ● **Toon Boom Storyboard Pro**
- ● **Toon Boom Harmony**
- ● Adobe Suite
- ● Autodesk Maya
- ● OneDrive
- ● Google Docs

Soft Skills
- ● adaptability
- ● communication
- ● critique
- ● documentation
- ● organization
- ● problem solving
- ● revision
- ● team management
- ● time management

Freelance
- ➔ Logo, conceptual architecture ("NYXSMP", 2021-23)
  - ◆ worked with given aesthetics and preferences of a diverse group
- ➔ Logo ("Sunfish Beach Gear", 2023)
  - ◆ delivery of multiple design variations based on client sketches
- ➔ Rack Card ("Port Austin Adventures", 2022)
  - ◆ communicated with client to create sleek, segmented design
- ➔ Artwork ("Robots Stole Our Pizza", 2021)
  - ◆ communicated with client to create cohesive, vibrant character designs
  - ◆ timeliness, problem solving

Non-Film Work
- ➔ Cashiering
  - ◆ communication, problem solving, adaptability, positivity
- ➔ Tutoring
  - ◆ leadership, time management, communication, adaptability, organization