

OLIVIA WALDEN

STORY ARTIST



MAJOR PROJECTS

**STORYBOARD ARTIST
CONCEPT ARTIST
3D ANIMATOR**

SEP 2017 - DEC 2018

"PERENNIAL"

A 3D animated film about a young woman named Flora, who works for and looks up to her grandmother, dealing with the grief of her passing and finding her own voice.

- Created multiple animatics during story development in Photoshop/Storyboard Pro
- Animated shots from blocking to polish
- Created 3D models of individual flowers and bouquets
- Worked collaboratively with team of 6 artists

STORYBOARD ARTIST

OCT 2018 - DEC 2018

"DINO DELIVERY"

A third-person adventure game where you play as a young mail delivery boy, Pip, and his dinosaur best friend, Parcel.

- Storyboarded 3 parallaxing illustrative cut scenes within the game

**STORYBOARD ARTIST,
KEY ANIMATOR,
CHARACTER CONCEPT
ARTIST**

OCT 5-6 2018

"SNAKES"

A 30 second short film for the 24 Hour Animation Contest for Students. 2018's theme for the competition was "demonstrate the need for empathy and show what it is really like to speak your truth."

- Storyboarded a 30 second short within 24 hours
- Key animation for 3 shots
- Created character concept for teacher
- Worked on a team of 5 artists

SKILLS

Storyboard Pro
Toon Boom Harmony
Autodesk Maya
Adobe Photoshop
Traditional Art/Animation

EDUCATION

**DIGIPEN INSTITUTE OF TECHNOLOGY
EXPECTED GRADUATION - APR 2019**

- Studying the production of film and video games with a focus on animation, storyboarding and color
- Learning the production pipeline and team communication on film teams sophomore, junior, and senior year

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