

CARL D'ARPA

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WORK EXPERIENCE

2D ANIMATOR/ILLUSTRATOR JAN 2022 – FEB 2023

Newscape Studios Inc. / Remote

- Designed props and characters in a wide range of art styles using Adobe Photoshop at an advanced level
- Completed hand-drawn animated shots utilizing TVPaint and Adobe After Effects, successfully implementing feedback
- Completed assigned art projects on schedule at a high quality through constant communication with the team
- Storyboarded animation sequences, collaborating with leads at early stages of production to ensure project consistency

ANIMATOR (FREELANCE) SEPT 2021 – OCT 2021

Cartuna / Remote

- Storyboarded, illustrated, and animated shot for 'exquisite corpse' style short film "HEADS UP!" for GIPHY Arts
- Followed guidelines while executing creative solutions to ensure project cohesion within a multi-artist collaboration

SCRIPT/STORYBOARD PRODUCER JUNE 2021 – AUG 2021

Dotdash / Remote

- As a consultant, provided script/storyboard directions for informational animated videos on Dotdash online publications
- Sourced fitting image/video visuals to ensure coherence within each animated video as well as within each publication's branding; interfacing with the team throughout various stages of production

CONCEPT ARTIST MAY 2020 – APR 2021

MAGIC Spell Studios / Rochester, NY

- Collaborated with the Creative Director and other artists to develop the look/feel of the video game "That Damn Goat"
- Created character/environment concept art exploring various ideas and styles, utilizing research and moodboards
- Completed character turnarounds, expression sheets, and pose sheets to convey artistic intention to 3D artists

ANIMATOR INTERN MAY 2019 – AUG 2019

Zynga / Austin, TX

- Collaborated within a multidisciplinary team to develop a game in three days for a company hackathon - including concept art, gameplay brainstorming, and character animation sprite sheet creation
- Edited, animated, and implemented art assets for live mobile game within a studio environment

GRAPHICS AND ANIMATION INTERN MAY 2018 – AUG 2018

DecisionPoint Corporation / Gaithersburg, MD

- Created various logos and icons needed for external and internal company operations and communications
- Conceptualized, developed, and produced animation illustrating company capabilities
- Communicated with the CEO to fulfill expectations for creating art in collaboration with external partners

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

MAY 2021

Bachelor of Fine Arts, Animation

Rochester, NY

- *summa cum laude* (GPA: 3.83)
- Minor: Creative Writing

SKILLS

Storyboarding, Character Design, Concept Art, Illustration, 2D Animation

SOFTWARE

Adobe (Photoshop, After Effects, Premiere Pro, Acrobat)
TVPaint, Toon Boom Harmony, Storyboard Pro, Cintiq,
Microsoft Office, Microsoft Windows, MacOS