

Seeking a position with skills in 2D Animation and Visual Development.

namiller345@gmail.com

Demo Reel

Portfolio

LinkedIn

EXPERIENCE

Freelance, Remote— 2D Animator

May 2025 - PRESENT

Animating an advertisement for the Cookies and Comedy Film Festival.

Dinobyte Softworks, Remote— Concept Artist

July 2023 - PRESENT

Designing characters, props, and environments for video games.

Freelance, Remote— Character Designer

October 2024 - June 2025

Designed characters for an animated pilot by Skydance Previs Artist, Justina Hnatowicz, and Nickelodeon Production Assistant, Peter J. Hartsock.

Freelance, Remote— Character Designer and 2D Artist

October 2024 - January 2025

Designed characters for 3D film, "Uff da!", directed by Skydance Previs Artist, Justina Hnatowicz.

MAGIC Spell Studios, Rochester, NY— Character Designer

February 2023 - May 2024

Collaborated with artists to design characters for a young children's show pitch.

Software Engineering Institute at Carnegie Mellon University, Remote— *Animation Intern*

July 2022 - August 2022

Designed 2D assets, sprite sheets, graphic design, and other animated visuals for a video game in development.

EDUCATION

Rochester Institute of Technology, Rochester, NY— Bachelors of Fine Arts, 2D Animation

August 2020 - May 2024

2D Animation, 3.92 GPA

PROJECTS

Left Astray— Personal Project

January 2025 - PRESENT

Director, Vis Dev Artist, and Storyboard Artist

Pizza Man — Senior Animation Capstone

August 2023 - May 2024

Director, Vis Dev Artist, and Animator

Ratsel and Gretel — Junior Animation Film

August 2022 - March 2023

Director, Vis Dev Artist, and Animator

Sugar Splats — Sophomore Animation Film

January 2022 - May 2023

Director, Vis Dev Artist, and Animator

SKILLS

2D Animation Visual Development Storyboarding Compositing

SOFTWARE

Toon Boom Harmony Storyboard Pro Adobe Creative Suite After Effects

AWARDS

Audience Favorite Animation: awarded to *Pizza Man*: Duck and Red Octopus Film Festival 2024.