

CONTACT

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www.aimeemation.com

EDUCATION



LESLEY UNIVERSITY
Animation Major 2022



MERRIMACK HIGH SCHOOL
Diploma 2018

SKILLS & SOFTWARE

Time Management, Organization
Adaptive Communication Skills
Adaptive Learning Skills

Adobe Suite (Photoshop, Animate,
Premiere, After Effects, Audition)
ToonBoom Harmony, Storyboard Pro
TV Paint

Final Cut Pro, Da Vinci Resolve
Autodesk Maya, MotionBuilder
SyncSketch, ShotGrid

ACHIEVEMENTS

- Animation Is A Team Sport Award
– Lesley College of Art + Design
2022
- “A Seal Story” – Official Selection
and Award Winning Animated Short
between 6 International Film
Festivals – 2021
- Animation Guest Speaker at
“Damsel in Charge: Inventing a
Powerful Female Archetype” –
Brandeis University 2021 with
Scholar Donna Dodson and Award-
Winning Animator Trina Baker
- Outstanding Achievement in
Animation – 2014

AIMEE HAM PRODUCTION

OBJECTIVE

My goal as an animator is always to form meaningful professional relationships and an efficient work environment in collaboration with my clients to create the best production possible. I wish to seek further animation-related opportunities, in and out of the industry, to expand my realm of experience in a hands-on approach.

EXPERIENCE

ANIMATION INTERN – PokeGravy Studios

(January 2022-May 2022)

Under a creative director, I produced 2D animated symbols, assets, and visual effects for a series of advertisements. (Production via Adobe Animate (Flash))

ANIMATION INTERN – Kids Entertainment Professionals For Young Refugees

(September 2019-May 2022)

In collaboration with a team of animators and concept artists, I created scripts, character designs, background layouts, animation, editing, and sound production for a 30-second PSA for this nonprofit organization. (Production via the Adobe Suite, including Adobe Photoshop, Animate (Flash), Premiere, and Audition)

ANIMATION INTERN – Amazons Among Us By Donna Dodson

(November 2021-December 2021)

In collaboration with award-winning artist, Donna Dodson, and animator, Catriona Baker, as well as a team of researchers and animators, I applied 3D animated movement to a pre-rigged model. The motion is based on historical references and a storyboard that was also provided. (Production via Autodesk Maya)

ANIMATION INTERN – Rescuing Leftover Cuisine - Massachusetts Branch

(September 2019-December 2019)

With a team of animators and concept artists, I created scripts, character designs, background layouts, animation, editing, and sound production for a 30-second PSA for this nonprofit organization. (Production via the Adobe Suite, including Adobe Photoshop, Animate (Flash), Premiere, and Audition)

FREELANCE ANIMATION DEVELOPMENT – Kim Bolling Psy.D. Telehealth, New Hampshire

(January 2021- January 2022)

I developed a script, concept art, character design, background design, and storyboards for several 10-second vignettes based on the Internal Family Systems model. (Production via the Adobe Suite)

ANIMATION PEER MENTOR – Lesley University

(September 2021-May 2022)