

DOUG NAU

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Professional Summary:

Ambitious 2D animator specializing in the art of hand drawing sequences to bring characters to life. Proficient in creating concept arts for characters and props and experienced in painting diffused texture maps and UV mapping techniques. A competent clean up artist and capable storyboard artist. Creative and eager to apply skills learned to enhance a variety of digital media productions.

Skills & Software:

- Photoshop
- Flash/Animate
- Microsoft Office (Word/PowerPoint/Excel)
- Maya
- Mudbox
- Toon Boom Harmony
- Illustrator
- After Effects
- InDesign

Education:

The Art Institute of California-San Diego

September 2017

Bachelor of Science, Media Arts and Animation

Creative Experience:

Project Hen House

2017-Present

2D Animator

An on-going project about a scrawny rooster finding his inner strength to fend off a mysterious invader hungry for poultry.

- Animating project in Flash
- Logline – Writing the initial story concepts & Logline
- Storyboarding – Drawing thumbnails of the story from beginning to end in Photoshop
- 2D Character Design – Character Line up for scale and color reference in Photoshop

Project Steam

October 2016- March 2017

2D Concept Artist, Texture Artist, & Clean-up

A short animated film about a husband and wife set in the 1950's.

- Designing props and an unused character for the short film in Photoshop
- Texture Artist – Finding Textures to use for painting diffuse texture maps in Mudbox
- Clean-up Artist – Color 2D animation shots in Toon Boom Harmony

Project Witch

October 2016-December 2016

2D Concept Artist & 2D Animator

Thirty-second short Pillsbury crescent roll ad loosely themed to Hansel and Gretel.

- Color designs and concept arts for props using Photoshop
- Rough animations for the witch's hands using Photoshop