



ANGIE ANNETT

Designer

CONTACT

✉ aannett12@gmail.com

☎ (760) 709-0368

🌐 www.angieannett.com

EDUCATION

BFA ANIMATION & VISUAL EFFECTS

2011-2014

Academy of Art University
San Francisco, CA

3D CHARACTER PROGRAM

2019-2021

Animschool

PROGRAMS

Maya
Zbrush
After Effects
Photoshop
Illustrator
Premiere
Character Animator
InDesign
Dreamweaver
Unity

SKILLS

Motion Graphics
Graphic Design
3D Modeling
Texturing
Rigging
Illustration

HOBBIES

Quidditch Chaser & Beater
Certified Scuba Diver
Crafting

CAREER HIGHLIGHTS

- **2019 Emmy Award** – Interview/Discussion-Program/Special – National Academy of Television Arts/Sciences SF/NorCal Chapter “Forever Giants: Jeffrey Leonard” Motion Graphics
- **2017 Exhibitor** – Digital Painting California State Fair
- **2015 Nomination** – Academy of Art Media Award “Achievement in Game Design”
- **2015 Semi-Finalist** – Team Leader Disney Imaginations Competition – Placed 13th out of 210 teams

EXPERIENCE

FOX NETWORKS GROUP "THE MASKED SINGER"

Motion Designer | July 2021 - Present

- Assist in creating graphics and 2D and 3D animations for Seasons 6-8 of "The Masked Singer"
- Create logos and various designs used on props for performer packages

BLIZZARD ENTERTAINMENT

Motion Designer | August 2020 - June 2021

- Create Youtube thumbnails, graphics, and animations for Call of Duty and Overwatch League
- Collaborate with producers to design hundreds of still and animated assets for Blizzcon Online

FREELANCE DESIGNER

June 2016 - Present

- Created various logos, graphics, animations, 3D models, and video edits for clients
- Clients include: Nerd Street Gaming, Roblox, KOFY TV, MCTV, Chef Alan Bay Area, Twitch Streamers, Fishing Resorts

NRG ESPORTS & SAN FRANCISCO SHOCK

Motion Graphics Designer & Editor | October 2018 - December 2019

- Created motion graphics assets & templates, including bumpers, lower thirds, title cards, transitions, & video overlays
- Conceptualized, produced, filmed and edited short and long form video content
- Designed and worked with vendors to produce merchandise for various events
- Assisted in creation and upkeep of various sites HTML & CSS including Shock2020.com

SAN FRANCISCO GIANTS

Senior Animation Designer | December 2016 - March 2019

- Led all graphic design and animation projects for the in-park experience and SFG Productions
- Collaborated with outside vendors to produce content for scoreboard, web, and television
- Designed graphics for internal departments, sponsorship partners, & community stakeholders
- Created innovative, original graphic takeovers for over 30 events, including Pixar, Star Wars, & Metallica
- Managed design interns on multiple projects and provided feedback

Graphic & Animation Designer | March 2015 - Dec 2016

- Created graphics and animations for SFG Productions, including the Emmy award-winning documentary series "Inside the Clubhouse", short features, in-game videos, commercials, web and social media content
- Collaborated with engineers & graphic artists and led complete re-design and overhaul of outdated 2007 scoreboard graphics, including the primary game in progress screen, lower thirds, and dynamic player headshots
- Supervised graphics operators and created daily updated content for all 82 Giants home games