



# Magdalene Kelner

Character Designer / 2D Animator

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## Summary of Qualifications

Hardworking creator with experience using Toonboom, TVPaint, the Adobe Creative Suite, and the Microsoft Office Suite. Proficient in character and concept development, 2D animation, illustration, and graphic design. Other qualifications include a strong work ethic, communication skills, and experience working in a collaborative and professional environment.

## Professional Experience

### "Family Skeleton" Book Series by Leigh Perry (2013-Present)

*Marketing Material Designer*

- Created original graphics and animations to promote the series

### Dappercap Productions (2015-Present)

*Freelance Artist and Product Designer*

- Designed and produced original merchandise
- Sold products at conventions across the United States
- Created on-demand custom illustrations

### No Middle Sliders - A Charity Fanzine (2017)

*Head Editor*

- Coordinated and managed 16 artists
- Organized 25 pieces into a fully printed zine

### Ghost Hospital - Video Game by Lev Lefton (2017-Present)

*Assistant Concept Artists*

- Created character designs and concepts
- Collaborated with project head to create a variety of designs

### Recondite Hill - A Horror Anthology by Stephanie Vinke (2017-2018)

*Contributor, Video Editor, and Layout*

- Created original comic on contract
- Edited and produced video work
- Handled document layout for the final print book

### Tess Ad - Animated Advertisement for X2 AI (2019)

*Freelance Animator*

- Created a small animated spot, from concept to final animation

### Necromance! - Animated Short (2020)

*Director*

- Created an original short concept and managed a production team to get it made (Still in production)

## Awards/ Recognitions

SCAD Honors Scholarship (2013-2017)

## Education

BFA in Animation, Minor in Sequential Arts-Savannah College of Art and Design (2017)