



Magdalene Kelner

Character Designer & Sequential Artist

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Qualifications

Multimedia jack of all trades with experience in a wide range of concept art work, from character design to storyboards to story development. Adept at working with a team and independently at all stages of the animation pipeline. Highly organized, communicative, efficient, adaptable, and able to work on a variety of platforms.

Experience

Sheep's Clothing - Animated Short (2014-2017)

Creative Director

- Managed a team of animators and sound designers
- Directed a completed animated short, from initial concepts to concept art to storyboards to final animation

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

Assistant Concept Artist

- Collaborated with the project head to create original NPC and creature design concepts

Recondite Hill Vol. 1 - Horror Anthology by Stephanie Vinke (2017-2018)

Contributor, Video Editor, and Layout Artist

- Created original short comic on contract
- Edited and produced promotional videos
- Handled document layout for the final print and digital books

Tess Ad - Animated Advertisement for x2 AI (2019)

Freelance Animator

- Animated a promotional spot on contract

Necromance! - Animated Short (2020-Present)

Creative Director

- Concepted an original animated short, creating everything from character concepts to storyboards to background art
- Recruited a team of animators and sound designers to produce the short (Still in production)

Artistry (2021-Present)

Graphic Designer & 2D Animator

- Worked as a freelance artist, designing for a variety of projects

Education

BFA in Animation

Minor in Sequential Arts

Savannah College of Art and Design (2017)

- SCAD Honors Scholarship (2013-2017)

Tools and Skills

Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects), Google Suite, Microsoft Office Suite, Procreate, Blender, Dropbox, Character Design, Color Design, Storyboards, Background Art, Layouts, Graphic Design, Comic Art, Collaborating, Team Management