Ari L Williams

Character Animator and Designer

https://www.cometjuice.art/

Contact

ariliesewilliams@gmail.com
Minneapolis, MN
Avaliable to relocate.

Experience

Character Design Mentee
(July 2024 - September 2024)
Mayuko Watson (Nikelodeon)

Met bi weekly for critique, focusing on portfolio development and skill refinement.

Freelance Artist
(October 2021 - Present)
Comet.Juice

Independent art business, travelling around the country to comic and pop culture conventions to meet and collaborate with other independent artists.

Contract AR Animator
(July 2022 - February 2023)
Area Environments

Scanned traditional art pieces from local artists to animate in Adobe After Effects and Premiere Pro. Would upload into the Artivive application to be used for an augmented reality style of wallpaper.

Storyboard Intern
(January 2023 - August 2023)
T'sarE Media

Unpaid internship for a startup video game company, remote storyboard work for game characters and motion tests.

Skills

- Toon Boom Harmony
- Toon Boom Storyboard
- Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects, Premiere, Animate, Audition)
- Maya
- Blender
- Substance Painter
- Z Brush
- Procreate
- Clip Studio Paint
- Wacom Cintique

Character acting, 2D animation, Audio Production, Illustration, Merchandise production, Marketing.

Education

Women In Animation
2022 - Present
Member since 2022

Minneapolis College of Art and Design
Fall 2020 - Fall 2023
BFA in Animation, focus on 2D animation and storyboard.

Warren Tech
Fall 2018 - Spring 2020
College credits from Red Rocks Community College, with a focus on Graphic Design and Game Development.