

MODJESKA HUTCHINGS

Character Designer

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References on request

Summary

Character designer with over three years of experience working as part of the animation pipeline in a studio setting. Experienced in adapting to various styles to design characters and props, create turnarounds from base designs, and adhere to the design needs of the specific project.

Experience

October 2020 – Present

Character Designer | Floyd County Productions

- designing animation assets for FXX's Emmy-winning television show *Archer*
- drawing characters, costumes, and props while adhering to script descriptions and a realistic, high-detail show style
- researching and referencing appropriate clothing, facial features, and objects for each design
- creating full turnarounds for approved character heads and bodies
- communicating efficiently with leads and team members to ensure timely delivery of an outstanding product

October 2020

Layout Artist | Floyd County Productions

- drawing characters into scene layouts for an unreleased production
- adhering to show style and model sheets with attention to perspective and anatomy
- creating clean, finished drawings in an anime-realism style for use by animators

November 2017– September 2020

Illustrator | Floyd County Productions

- creating vector assets for character animation on *Archer*
- drawing characters and props while adhering to show style and optimizing for animation
- creating turnarounds of heads and bodies and new prop angles from base designs
- drawing key poses, gestures, and facial expression steps for animated sequences

Education

Bachelor of Fine Arts in Visual Communication - Illustration, Cum Laude with Honors
University of Arizona, Tucson, Arizona (August 2015)

Skills

- Strong understanding of design fundamentals, perspective, and anatomy
- Animation Principles and Techniques
- Adobe software: Photoshop, Illustrator, InDesign, AfterEffects
- ToonBoom Harmony
- Basic 3D modeling techniques