

MODJESKA HUTCHINGS

Character and Prop Designer

(928) 715 - 1692

modjeskah@gmail.com

www.modjeskah.com

Summary

Character and prop designer with over five years of experience working as part of the animation pipeline in a studio setting. Experienced in adapting to various styles to design dynamic characters and props, create on-model turnarounds and key poses from base designs, and adhere to the design and communication needs of the specific project.

Experience

November 2022 - Present

Lead Character Designer | Floyd County Productions | "Archer" | Season 14

- working with the design director to develop departmental standards and best practices
- leading designers in a unified visual manner that achieves the style and quality established by the design director and art direction
- assisting design director to maintain quality control of all work prior to delivery to art direction.
- scheduling and assigning tasks and files to the design team and making sure deadlines can be met
- assisting the design director in training and mentoring designers on techniques developed in the research and development phase as well as the standards and practices of the department
- assisting design director in maintaining consistent notes and expectations for staff performance

October 2020 - November 2022

Character Designer | Floyd County Productions | "Archer" | Season 12 and 13

- 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

November 2017 - October 2020

Illustrator | Floyd County Productions | "Archer" | Season 9, 10, and 11

- creating organized, finished vector assets for character animation
- drawing characters and props while adhering to show style and optimizing for animation utilizing photo reference and anatomical knowledge to create character layouts
- creating turnarounds of heads, 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
- Excellent visual library curation and research skills
- Adobe software: Photoshop, Illustrator, InDesign, AfterEffects
- Animation software: ToonBoom Harmony
- 3D modeling software: Blender, Maya, ZBrush