



MAYA CALILUNG

MOTION AND GRAPHIC DESIGNER

ABOUT ME

I am an experienced and highly driven digital artist seeking a position in the digital media and graphics industry.

I work at a fast pace and I work well with others. I always bring a positive attitude to the table.

CORE SKILLS

- Digital Illustration
- Graphic Design
- Motion Graphics
- 2D Animation
- Storyboarding
- Character Design
- Video Editing
- Concept Art
- Logo Design

SOFTWARE

- Photoshop
- Illustrator
- Procreate
- After Effects
- Premiere Pro
- InDesign
- ToonBoom
- Cinema 4D
- Autodesk Maya
- Blender

ACCOMPLISHMENTS

- Tom Whitus Poster Design Competition Winner 2020.
- Congressional Art Show Winner - Best of District 9 (Indiana) 2016.
- Scholastic Art & Writing Competition - Silver Key Recipient 2016

CONTACT INFO

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Portfolio: mayapapayastudio.com

WORK EXPERIENCE

2D Artist and Illustrator Sep 2020 - Present

Client: FEATUR Labs

- Create the concept, style, and artwork of characters from supervisor's written description
- Digitally paint 2D backgrounds and creating environmental layouts based on level specifications
- Designing visual elements for the game interface such as game clock, sliders, buttons
- Work with international clients

Animator and Background Artist Aug 2019 - May 2020

Short Film: Smile on the Spectrum

Client: ASSIST Group of Community Montessori

- Collaborated with team members to write a story and shot list
- Created storyboards based on client's direction
- Illustrated backgrounds for every shot
- Animated and colored various character scenes

Storyboard Artist Aug 2019 - May 2019

Short Film: Homecoming

Director: Joesph Warren

- Received written descriptions of sequences from the Director
- Illustrated storyboards that depict the action, camera placement, and acting of the characters in that sequence

Storyboard Artist Oct 2017 - Dec 2017

Short Film: A Good Reason

Director: August Holt Markwardt

- Received written and verbal descriptions of sequences from the Director
- Illustrated storyboards that depict the action, camera placement, and acting of the characters in that sequence
- Create new drawings to fix and change sequences throughout the production process

EDUCATION BACKGROUND

Purdue University Polytechnic Institute New Albany, IN

Bachelor of Science in Computer Graphics Technology 2020

- 3.9 GPA
- Student Ambassador 2018 - 2020
- Dean's List from freshman year to senior year 2016 - 2020
- Digital Design Club Member 2018
- ACM SIGGRAPH Member 2016