AVA PHILLIPS

2D ANIMATOR



+317-997-2243



avareesephillips@gmail.com



https://avareesephillips.wixsite.com/avap hillipsart



www.linkedin.com/in/ava-phillips-57ba86293

WORK EXPERIENCE

06/2025 - present

Bowdies Chop House | Zionsville, IN

Hostess

- Respond daily to customer inquiries and make reservations
- Create a positive and professional experience for customers
- · Communicate with servers and optimize the flow of seating
- Lead guests to tables, take note of special occasions and requests

06/2024 - 11/2024

North High Brewing | Zionsville, IN

Hostess

- Provide a welcoming experience for customers when they enter the restaurant
- Use creative solutions to solve seating availability and assist with bussing tables
- · Responded to customer inquiries and requests, made reservations, and placed online orders

06/2024 - 09/2024

Plow Digital | Indianapolis, IN

Intern

- Created icon art for a role-playing game using Adobe Photoshop
- Using creativity to come up with designs based on descriptions
- Communicated weekly with the lead artist

PROJECTS

10/2025 - Present

MAKE Visual 2D Animation Workshop | Remote

2D Animator

- Collaborated with a team of eight artists to create an animated commercial
- Attend weekly online meetings and provide progress updates
- Developed character designs for the mother and daughter characters

09/2025 - Present

SCAD Animation Studios | Savannah, GA

2D animator on 'Immortals'

- Explored action by completing a 2D action character animation test
- Assisted with designing and exploring 2D smoke visual effects
- Completed clean-up for two shots in the final proof of concept

05/2025 - Present

WuHappens Studios | Remote

Rough 2D animator

- Completed rough animation for series pilot 'FISTINCUFF'd'
- Engaged with team meetings and applied feedback to animated shots
- Provided progress for monthly check-ins

03/2025 - 05/2025

SCAD Animation Studios | Savannah, GA

Combat and Cinematics Animator on 2.5D video game 'Overgrown'

- Completed rough to clean up animation for an enemy and a friendly nonplayable character.
- Provided progress for weekly check-ins and used sprint sheets.
- Rough animator and clean-up artist for cinematic cutscenes

EDUCATION

2023 - June 2027

SAVANNAH COLLEGE OF ART AND DESIGN

 Bachelor of Fine Arts in Animation

SKILLS

- Collaboration
- · Problem-solving
- Time-management
- Communication

SOFTWARE

- ToonBoom Harmony
- TvPaint
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator

ACTIVITES

- 2D Xtreme
 - Club member, 2023-Present
- Women in Animation
 - o Club member, 2023-present

AWARDS

- Dean's List: Fall 2023-present
- Adobe Certified Professional in Visual Design Using Adobe
 Photoshop (2024)
- **Pixar Story Experiential:** Best story reel in High School age group (2022)