Cassandra Silverman

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Education

- ❖ Moore College of Art & Design
  Philadelphia, PA
  BFA Animation & Game Arts
  August 2017- May 2021

Professional Experience

- ❖ Color Carlisle, Featured Artist,
  July 2019
  - ▪ Mural Artist for their summer project "Art While You Wait"
- ❖ Moore Scouts: FREE jump game
  Aug 2018 – Dec 2018
  - ▪ Character design and asset creation for an app game published on Google Play
- ❖ Freelance Online Commission Work
  2015-Present

Awards/Honors

- ❖ JacobsWyper Award for Excellence in Animation & Game Arts
  Moore College of Art and Design
  2021
- ❖ First Place Winner
  Moore College of Art & Design
  December 2018
  - ▪ Competition to create a concept & first stage of a video game
- ❖ Visionary Women Honors Program, Leadership Track
  Moore College of Art & Design
  2017-2021

Skills

- ❖ Adobe Suite
  - ▪ Photoshop, After Affects, Illustrator, Animate, Premiere
- ❖ Additional Programs
  - ▪ Maya, ProCreate, Unity, Unreal Engine, ToonBoom
- ❖ 2D animation, Story Boarding, Illustration
- ❖ 3D modeling, rigging, animation

Projects

- ❖ *Star Catcher* Thesis Film
  2020-2021
  - ▪ Director, Lead Animator, Environment Designer
- ❖ Summer 2020 Mentorship
  - ▪ Worked with professional storyboard artist to develop concepts for my thesis film
- ❖ *Phobos* Thesis Film
  2019-2020
  - ▪ Animation Assistant & Visual Advisor
- ❖ *Soul Ablaze* Charity Zine Participant
  Spring 2021
- ❖ Moore College Animation Club
  - ▪ Spring Animation Jam 2019
  - ▪ Fall Animation Jam 2019
  - ▪ Summer Animation Jam 2020
- ❖ Moomin Reanimated Project Participant,
  August 2019-December 2020
  - ▪ Multi-animator project to re-animate an episode of the 90's Moomin Valley cartoon