

# MADLINE LANDRY

## ARTIST AND ANIMATOR

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### EDUCATION AND ACADEMIC HONORS

#### University of Southern California, School of Cinematic Arts

Spring 2019

- Animation and Digital Arts Major
- Magna Cum Laude
- Presidential Scholarship (merit-based)
- Phi Beta Kappa Honor Society

#### Studio Arts College International- Florence (2017)

- Semester abroad in Florence, Italy
- Fine Arts Intensive Program

### SKILLS

Stop Motion Animation, Lip Sync Animation, Stop Motion Puppet Fabrication, Set Fabrication, Character Design, Background Design, Graphic Design, Illustration, S

### SOFTWARE EXPERIENCE

Dragonframe, Adobe Photoshop, After Effects, Premiere, Microsoft Office Suite, TV Paint

### WORK EXPERIENCE

#### Animation Assistant for Chiodo Brothers Productions

Summer 2019-

- Animated puppets for stop-motion feature films
- Cut and crafted bones, joints, and other elements in the creation of specialty rigs, winders, and armatures
- Crafted and polished puppets and assets for feature films
- Track read and assigned mouths for spoken and pantomime scenes for main characters

#### Production Intern for *Blindlight*

Fall 2018

- Coordinated and produced production assets such as call sheets, schedules, and others
- Casted voice-acting roles for AAA video games
- Contacted and organized communication with voice-acting agents and clients

#### Artist and Designer for *The Daily Trojan*

Spring 2018

- Designed illustrations to accompany articles in-print and online
- Worked with staff to create concept pieces

#### Graphic Design Intern for the Ogden Museum of Southern Art

Summer 2017

- Designed still and motion graphics for social media
- Helped manage PR with local news as well as a 20K+ follower social media following

### FILM HISTORY

#### *Unannounced Feature*

Fall 2020

- Animation, puppet fabrication, track reading

#### *Alien Xmas (announced, premiering 2020)*

Spring 2020

- Animation of assets, track reading, rigging, puppet asset fabrication

#### *Kim*

Spring 2019

- Writing, direction, design, fabrication, animation, and production for stop motion animated short film
- Sixteen film festival selections, 2 awards (as of August 2020)

#### *Bad Tuna*

Spring 2018

- Background design, color scripting, and graphic design for 2D animated short film