

AMELIA MING HIRSCHAUER

Visual Artist / Designer / Art Director / Web Designer / Animator / Illustrator

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SUMMARY

amelia is a multi-talented digital designer. she is looking for the opportunity to work in the creative industry doing graphic design, web design, game design, animation, motion graphics, film work, publishing, photography, illustration, and / or fine art.

SKILLS & SPECIALTIES

illustration	motion tracking
2D animation	logo design
motion graphics	brand identity
retouching	web design
color correction	analytics/SEO
storyboarding	scriptwriting
layout	directing
typesetting	3D modeling
print preflight	silkscreen print
digital painting	

TECH PROFICIENCY

Photoshop	▲▲▲▲▲
Illustrator	▲▲▲▲▲
After Effects	▲▲▲▲▲
Mocha	▲▲▲▲△
InDesign	▲▲▲▲▲
Flash/Animate	▲▲▲▲▲
Premiere Pro	▲▲▲▲△
Dreamweaver	▲▲▲▲△
HTML, CSS	▲▲▲▲△
PHP	▲▲△△△
JavaScript & jQuery	▲▲▲▲△
Wordpress	▲▲▲▲▲
Sketch	▲▲▲△△
Maya	▲▲▲▲△
Unity 3D	▲▲▲△△
Cinema 4D	▲▲▲△△
Office/Pages etc.	▲▲▲▲▲

INTERESTS & HOBBIES

cinema	video games
coding	interior design
electronic music	taxidermy
fashion	entomology

RECENT EXPERIENCE

Kaikai Kiki Studio | Data Team Leader / Studio Assistant New York, NY (2017 April–2020 March)
Head of the “data team” in the New York branch of Takashi Murakami’s studio. Data team prepares Murakami-san’s artworks digitally for silkscreen print production on panels. My responsibilities included organizing and processing digital illustrations for transposition into silkscreen production, making and managing color charts, printing images on film, photographing artwork and reporting on its condition, training other data staff, communicating with the counterpart Japanese data team, and Murakami-san himself. My non-data specific responsibilities at Kaikai Kiki included staff and project scheduling, interviewing potential new staff, coordinating orders with supply companies, the production of silkscreens, silkscreening printing and painting or leafing on panels, and mixing paint colors. Occasional travel to Japan was also necessary, where I worked under Murakami-san and his Miyoshi-based staff for periods of about a month at a time. In March 2020, the New York studio shut down due to the COVID-19 pandemic.

Pip’s Island | Digital Media Producer New York, NY (2016 December–2017 April)
In-house graphic designer and visual effects artist for *Pip’s Island* marketing materials and other media. Worked closely with the creative director, executive producer, and the marketing director on a daily basis. Major responsibilities included rotoscoping and correcting video footage, assisting with website management, and typesetting and layout for marketing documents for web or print distribution.

Media Creatures | Art Director Melbourne, Australia (2013 January–2016 June)
Was the primary producer for in-house and client graphic design, director of animation/motion graphics, and website developer for the many brands under the *Media Creatures* production family. This included designing material for both web and print, setting up and maintaining multiple websites, handling any publishing involving code, and creating onscreen graphics for collaborative video content. Occasionally assisted sourcing or making props for live-action videos, wrote and produced original animated content, and trained junior animators in After Effects.

Poncho | Webmaster and Graphic Artist Melbourne, Australia (2010 January–2016 June)
Responsible for website construction and maintenance, brand identity, imaging, and miscellaneous motion graphics for the online music show. Also assisted film shoots in various settings and with celebrity interviews. *Poncho* later grew into a larger company called Media Creatures in 2013.

EDUCATION

Royal Melbourne Institute of Technology Melbourne, Australia
Master of Creative Media: Animation & Interactive Media (**MCM**) 2013

University of Melbourne: Victorian College of the Arts Melbourne, Australia
Master of Visual Art (**MVA**) 2011
Postgraduate Diploma of Visual Art (**PGDVA**) 2010

University of Notre Dame Notre Dame, IN (**BFA**)
Bachelor of Fine Art with focus on graphic design, minor in Japanese language 2008

AWARDS & HONORS

Golden Key International Honour Society Member since 2013.

Fiona Myer Award (2011) For *GlytchBear*, digital painting work in the annual VCA Masters Exhibition.

Indiana Collegiate Press Association Literary Magazine of the Year (2008, 2009) Won awards for “Best Overall Design” (1st and 2nd place), “Best Cover Design” (1st and 2nd place), and “Best Photo Illustration” (3rd place) for art & design direction in both Winter and Spring 2008 issues of *The Juggler*.

Radwan and Allen Riley Prize in Studio Art (2008 April) An annually awarded prize for excellence in the studio arts. Awarded for thesis work *Bête Noire* in the Notre Dame BFA Exhibition.

