



Via Silins

2D Animator - 3D Animator - Technical Animator

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www.viasilins.com

Education

Savannah College of Art and Design

Graduated June 2024

Bachelor of Fine Arts in 2D and 3D Animation | Magna Cum Laude

Work Experience

Catena

September 2024 - Present

3D Generalist, 2D Animator

- Produced short, animated Amazon ads showcasing company products
- Modelled, textured, and rigged 3D characters and assets based off of 2D designs to meet the needs of the project, ensuring they are prepared for animation
- Animated 3D characters and props, applying critique and providing critique to team members
- Completed 2D animated effects and assets, including 2D elements for 3D characters
- Handled all lighting, rendering, and compositing to create the final product

Butler Montessori

September 2024 - Present

Substitute Assistant Teacher, 2D Animator

- Supervised and worked with children ages 3-6 in a classroom setting
- Managed schedules, balanced requirements for different students, and organized plans and excursions
- Enforced rules, handled conflicts, made decisions, and helped to reach compromises
- Single-handedly produced an animated promotional piece depicting a traditional Montessori lesson

Not So True

November 2022 - January 2023

Freelance 2D Animator

- Animated characters and scenes for a client's animated series
- Designed backgrounds, props, and caricatures of famous individuals
- Performed post-production essentials, including editing and compositing the final videos
- Organized, maintained, and exported assets for production

Project History

“Deer Season” Hybrid short film

July 2023 - June 2024

2D Animation Lead, 3D Animator

- Animated 3D characters for the hybrid-animated short.
- Directed, managed, and provided critique to team of 2D animators
- Created 2D and 3D story-driven character animations

“Square Panda” Educational short

September 2022 - November 2022

2D Puppet Animator

- Puppet animated characters and scenes for a children's educational short
- Communicated with the client to best capture vision
- Assembled a showcase event and presentation of the final product for the client

“Cruisin’ for a Bruisin’” Short

March 2022 - December 2023

2D Animator

- Directed a team of 3D animators, providing critique and direction
- Animated shots and organize, maintain, and export assets for production

Software

Toonboom Harmony, Autodesk Maya, 4D Cinema, Blender, Substance Painter, Procreate, Photoshop, Premiere Pro, Canva