

# Hannah Wedemeyer

Burbank, CA  
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## Summary of Qualification

**Software** | Autodesk Maya, ToonBoom Harmony, ToonBoom Storyboard Pro, Procreate, Adobe Suite, Final Draft, Final Cut Pro, Microsoft Office Suite, Python, Keynote.

**Skills** | 3D Animation, 2D Animation, Storyboarding, Screenwriting, Character Design, Digital/Traditional Art, Retail Sales, Retail Logistics, Dog Training

## Experience

### The Hounds Club

Nov. 2018-present

Daycare Attendent/Front Desk

- Answering phone calls from clients; scheduling/documenting temperament tests, daycare and boarding dates
- Care and maintenance of dog facility
- Caretaker for multiple breeds of dogs

### Target Corporation

June 2011-present

Team Mentor/Trainer; Order Fulfillment

- Fulfillment of online orders; logistic tasks; trainer to new team members
- Assistance to executives; answering phone calls and assisting guests on sales floor

Project Lead, Animator, Storyboards | *Escape Room* (3D short film)

March 2017-May 2017

- Arrange meetings and weekly deadlines with team and Audio Collaborators
- Collaborate on final storyboards
- Animator on final shots
- Designed Title and Ending cards
- Final Compositor

Animator, Character Designer | *The Outdoor Movie* (2D Short Film)

Aug. 2016-May 2017

- Plan Layouts
- Collaborate final character designs
- Animate Character Tests
- Animator on Final Shots

Storyboards, Cameras, Editor | *Roll* (Live Action short film)

July 2016

- Collaborate final storyboards
- Main camera operator on film
- Final compositor on film
- Animated effects

## Education

Cogswell College, San Jose, CA.

May 2017

*B.A. in Digital Art and Animation*

- *Secretary*, Cogsworks Animation Club (Feb 2017-May 2017)