

# Felix Bangert

Animator | Illustrator | Character Designer

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## OBJECTIVE

- To use my skills in Animation, Storyboarding, and Character Design to create compelling and unique work for an Animation studio.

## ACTIVITIES and AWARDS

- BGSU, Arts Village, Community Leader (Fall 2019, Spring 2020)
- BGSU, Computer Art Club, PR Secretary (Fall 2021 – Spring 2022)
- BGSU, Dean's List (Fall 2018 – Spring 2022)
- BGSU, BG Reel Student Film Festival (Spring 2022)
  - Awards: *Best Animation, Best Sound Design, Best Cinematography, Best Actor & Actress (Voice-over), and Best in Show*

## WORK EXPERIENCE

SIGGRAPH History Archive, Summer 2021

*Content Manager*

- Managed and archived Animated works from around the Globe
- Collaborated with team members both nationally and internationally based to expand the archive

Collaborative Animation (Practicum Course), Spring 2021

*PSA Director*

- Directed and Animated a PSA for the Black Swamp Conservancy, a land restoration and nature preservation group
- Organized an effective work schedule and list of duties for each team member
- Ensured the work was of high quality and delivered on time

## EDUCATION

Bachelor of Fine Arts, Digital Arts  
Bowling Green State University,  
Bowling Green, Ohio  
April 2022

## SKILLS

- Digital Illustration and Photo Editing in **Adobe Photoshop**
- 2D Animation in **Adobe Animate** and **Toon Boom Harmony**
- **Stop motion** Animation
- Music Production and Composition in **Ableton Live**
- Video Editing in **Adobe Premiere Pro**
- Audio Editing in **Adobe Audition**
- Video Compositing in **Adobe After Effects**
- 3D Animation and Modeling in **Maya**
- Coding in **HTML**
- Proficiency in **Microsoft Office Suite**