

SEWANU MESEWAKU

Gallion's Reach, United Kingdom | +447826236650

✉ emmanuelsewanu123@gmail.com | [LinkedIn: sewanu-dre-9ab786178](https://www.linkedin.com/in/sewanu-dre-9ab786178) | linktr.ee/CriticaDude

Versatile and Motivated motion designer with 2 years in traditional and digital media and a strong research and skill-based background. Skilled at delivering manual and computer illustrations from Concepts through revision cycles. Ability to effectively manipulate visual aspect of images to create the illusion of motion with an advance knowledge of adobe applications. Driven by passion, talent and a genuine intension to grow with a company.

<https://vimeo.com/manage/videos/728045219>

2018 – TILL DATE

MOTION GRAPHICS/2D ANIMATION,

Consulted with clients to gain an in-depth understanding of their needs before the project initiation.

Skilled in both traditional frame by frame and computer-based animations.

Understanding of complex computer software and programs to create mesmerizing motion designs.

Frequently bringing forth a good work ethic and a passion to create

Understanding and application of the principles of animation/motion.

2018

INTERNSHIP

DEPARTMENT OF VISUAL ART AND VISUAL COMMUNICATION DESIGN

MOTION DESIGNER/ILLUSTRATOR

- Created a short 2d animation and illustration for a 2d illustration kid's story book titled Lio the Dog.

- Communication with directors and team to outline and archive animation goals.

- Reported back to the Head of department for critiques and daily review.

- Created different poses of the character and painted each pose using adobe illustrator and photoshop

EDUCATION

Nov 2020 – Sept 2021

MASTERS OF ART ANIMATION, UNIVERSITY FOR THE CREATIVE ART-

FARNHAM, SURREY, UNITED KINGDOM.

List of things I did for my graduate movie project

- Creating a 3-minute 2d frame by frame animation with tv paint and Blender.
- Designed the storyboard and animatic, using Photoshop and Tv paint.
- Video editing and sound design using Davinci Resolve.
- Character Design, Background design and Prop Design.

JANUARY 2014-2018

BACHELORS IN VISUAL ART & VISUAL COMMUNICATION DESIGN, EASTERN MEDITERRANEAN UNIVERSITY-NORTH CYPRUS, FAMAGUSTA ROAD

- Created a 5minute 2d animation titled ‘Hoseki’ within 4 months, using <https://blendermarket.com/products/quake-motion-camera/?ref=110> professional software that includes; Adobe illustrator, Affinity Designer, Moho studio Pro and Adobe Premiere Pro.
- Designed all 2d characters (2 characters) using adobe illustrator and affinity designer.
- Designed the backgrounds for the animation and Props that the characters would interact with.
- Sketched out the Storyboard and animatic using Adobe Photoshop and Adobe Premiere Pro.

JUNE 2012

HIGH SCHOOL, AOCOED INTERNATIONAL SCHOOL

SKILLS

- Collaboration Skills
- Technical Drawing skills
- Knowledge of complex animation software
- Versatile in both 2d and 3d
- Character creation and development
- Excellent Communication skills

Detailed-oriented 2D/3D artist offering outstanding creativity and technical mindset. Promoting extensive background in media and fine arts.