

Meixi Dong

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SUMMARY

Dedicated artist and educator with extensive experience in both traditional art and digital art. Self-motivated and organized to thrive in both team-based and independent settings.

SKILLS

- Illustration, painting, sculpturing.
- Adobe Photoshop, Adobe Animate, Adobe Illustrator, Adobe InDesign, and Adobe After Effects.
- Video Editing
- Maya & Maya Arnold

EXPERIENCE

2D Designer, School of Visual Arts, November 2023-March 2024
New York, NY

- Designed key frames, in-betweens and special effects for animations.
- Created book pages, concept art for publication through program such as Adobe photoshop and Adobe InDesign.
- Collaborated with production team to ensure quality of visual elements.

Animation Instructor, ACM SIGGRAPH , December 2021-May 2022

- Observed and adopted new techniques from skilled instructors and lecturers.
- Taught book design, painting, watercolor, storyboard, and character design courses to university student at Sam Houston State University.
- Hosted and help established art competitions, art exhibitions, and animation workshops at Sam Houston State University.

2D Designer, Sam Houston State University, November 2021-April 2022

- Developed procedures for storyboard composition, action, and storytelling to complete collaboration projects.
- Help developed character design and promotion booklet for multiple student projects.
- Worked successfully with diverse group of animators and overcome multiple technical issue related to final animation.

Art Instructor, Freelance, June 2016-January 2020

- Taught art principle and color theory to children between 4-18 from neighborhood community.
- Aided peers in university with art paper critiques and feedbacks, ranging from visual analysis to art history essay.

EDUCATION AND TRAINING

Master of Fine Arts

Computer Art, School of Visual Arts, New York, NY May 2024

Bachelor of Fine Arts

Computer Animation, Sam Houston State University, Huntsville, TX May 2022

ACCOMPLISHMENTS

- Collaborated with team of 30 student in the virtual animation collaboration with George Washington Carver High School's animation class.
- Officer of ACM SIGGRAPH at SHSU (Association for Computer Machinery's Special Interest Group on Computer Graphics and Interactive Techniques)