

Kadence Hall

Character Designer & Concept Artist

Skills

Adobe Illustrator



Adobe Photoshop



Adobe Premiere Pro



ProTools



Procreate



Google Suite



Specialties

- Character Design
- Graphic Design
- Visual Development
- Audio Production

Profile

Hardworking student, passionate artist, and encouraging leader seeking to further my career opportunities in the animation industry and beyond. I have experience in project collaboration, character design, and graphic design. I have the skill set to work within a group setting or independently.

Work Experience

Prism Connection - Short Film

Belimbing Productions: March - May 2024

- Cleanup Artist
 - Redrew and refined linework of 2D animated characters
 - Colored in characters according to corresponding color palettes
 - Ensured proper naming convention and submission location of each cleanup file

Marketing Head

Alpha Phi Omega: January - May 2024

- Design engaging posts promoting the service fraternity Alpha Phi Omega
- Relay important information to other executive officers and present agenda items during weekly meetings
- Manage and organize Google Drive folders containing important assets
- Monitor email inboxes and social media messages for information regarding relevant details for our organization

SHOES! - 1-Week Mini-film

The Quarantine Summer School for Animation: July - August 2023

- Producer
 - Coordinated virtual meetings and assigned roles to discuss agenda items and action plans for our main deliverable: "SHOES!" the mini-film
 - Organized assets in Google Drive throughout stages of production
- Writer
 - Wrote lines in script/developed plot of mini-film
- Background Designer
 - Sketched and rendered finalized backgrounds to be used in select scenes of SHOES!

Education

B.A at The University of Texas at Dallas

August 2022 - Present • Est. Graduation: Dec. 2025

Languages

English



Spanish



Contact:

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