

AMI BOGIN

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Hello! I'm Ami, an enthusiastic animator who enjoys telling stories through motion and time, regardless of medium. I graduated with distinction from The University of Edinburgh where I earned an MSc creating immersive animation experiences. When I am not losing myself off the edges of maps, I can be found animating and illustrating for a small educational studio in the heart of London.



SKILLS

- 2D & 3D animation, blocking, motion graphics, design, rigging, & keying
- 3D - Modeling, skinning, texturing, basic rigging, lip sync
- Storyboard, style, colourscript, & pencil tests
- Basic sound design

PROGRAMS

- Adobe Creative Suite CC - Photoshop, AfterEffects, Flash, Illustrator
- 3D - Autodesk Maya, Blender, various render engines
- Languages - HTML, CSS, MEL, ActionScript
- OS - Mac & PC

EDUCATION

The University of Edinburgh

Master's Degree in Design & Digital Media, specializing in animation

Graduated with Distinction
November 2012

John Lansdown Project Prize
for final project - Inspiration
Burns: Multi-plane seven part
animated collection



PROJECTS

Edinburgh International Film Festival

Edinburgh, UK 7/2012

- Project for New Media Scotland's *Atmosphere* series to augment the movie *Hellboy* with projection-mapped mood animations
- Animated sequences and effects timed to be projected alongside the movie and into audience throughout the screening

Inspiration Burns

Edinburgh, UK 8/2012

- Installation for Historic Scotland's Burns Monument based on the life of Robert Burns shown through projection-mapped series of animated poetry shown over four simultaneous projections
- Seven animated sequences tradition/3D techniques

Project: Lifehouse

Edinburgh, UK 5/2012

- Site-specific immersive and interactive projection experience juxtaposing the stillness of the Edinburgh Anatomical Museum's statues and skeletons with mapped animation
- Motion track triggered animation encouraging the movement and participation of the audience

EXPERIENCE

Circus Street

London, UK 11/2014 - present

Animator, Illustrator

- Design, storyboard, and animation for educational segments using variety of animation techniques and graphic styles
- Design and layout for components within interactive mini games
- Concept, mood boarding and 3D modelling for VR experience

Cognitive Media

Folkestone, UK 5/2013 - 10/2014

Animator, Illustrator, Video Editor

- Animation and motion graphics for lecture-based animated shorts
- Layout design & illustration for scribe-style animations
- Video editing, filming, and syncing

You Me Bum Bum Train

London, UK 5/2014 - present

Volunteer maker/performer

- Assists in the painting and build for the set of an immersive theatrical experience
- Performs several nights a week in two different scenes

Thank you, and have a wonderful day!