**Evan Leyden** | 2D Animation and Motion Graphics

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**Technical Skills**

2D Animation Motion Graphics Video Editing

Illustration 3D Animation Music Composition

UI Design Graphic Design/Concept Art Audio Manipulation

**Software Skills**

Adobe After Effects Adobe Premiere Pro Adobe Illustrator Adobe Photoshop

Autodesk Maya DaVinci Resolve Audacity FL Studio

Figma Twine HTML5/CSS3 Basecamp/Slack

**Work Experience**

Phonic Bloom – August 2024 – December 2024

Multimedia Design Team Member

An interactive Augmented Reality mobile application that interprets the data sculpture in the Woodland Community Library’s children’s reading room both sonically and visually to a variety of audiences

* Interpreted 10 MRI videos as full stylized 2D animations
* Researched mouth kinematics for 12 total hours to ensure accuracy in MRI animations
* Collaborated with four team members to create 2 slide decks for project presentation to client

Stone Moons – January 2024 – Present

Animation and Graphic Design

An interactive Web-based narrative consisting of over 450 screens of text and over 6000 hyperlinks, created by pioneering artist Deena Larsen

* Animated 4 new elements in 2D
* Commissioned to translate work from outmoded software to open Web
* Transcribed over 450 nodes in service of preserving works in updated mediums
* Prototyped work in Twine in preparation for publication on the Web
* Updated 12 graphic designs and five concept art pieces for contemporary audiences
* Coordinated and scheduled in-person and online meetings for a team of four

Self Care World Care – July 2024 – September 2024

Illustration | Graphic Design

A digital and physical book by Deena Larsen advising on how to regulate, measure, and adapt to problems in yourself and your community

* Created over 150 unique illustrations to be paired with textual information
* Interpreted business request into graphics
* Brainstormed several versions of designs to simplify concepts
* Advised on graphic design elements to create more pleasing ones

**Education**

Washington State University Vancouver | Graduating Dec 2024

Bachelor of Arts in Digital Technology and Culture