

# Pamela Restrepo



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## Education

Savannah College of Art and Design      BFA in Animation      3.7 GPA      Class of 2024

## Key Strengths

**Professional Skills:** Problem-solving, Storyboarding, Multi task, Communication

**Programs:**

Microsoft Office      Adobe Creative Cloud

Google Workspace      Zoom

Toon Boom Harmony      Storyboard Pro

**Bilingual in Spanish and English**

## Accomplishments

**Student Production Awards Presented by the NATAS Southeast Foundation , 2024**

*Have You Eaten?* (Contributing Artist)

## Experience

**General Manager, Production Manager • Shockwave Animation LLC**      March 2024 – Present

- Identify and integrate new team members in over five departments
- Construct spreadsheets and track progress in bi-weekly check ups
- Schedule meetings with studio heads, directors, individual assets, and hold group meetings

**Prop Designer • Maladaptive Dreamer**      June – July 2024

- Visualize a science fiction control panel for the film's spaceship
- Follow up with multiple designs and adjust based on notes from director and art director

**Lead Storyboard Artist • BLACKOUT**      May 2024

- Recruit and mentor assisting board artists to match the vision of the twelve-minute film
- Convert over 75% of the action film into animation to reach a broader audience
- Visualize location layouts from live-action reference photos for storyboards

**Director • iTAXI!**      Mar 2023 – May 2024

- Supervise and collaborate with over five departments for a smooth flow of the production pipeline
- Coordinate meetings, fostering 85-95% productivity and communication
- Network and guide over 70 team members
- Research, storyboard, ideate, and develop the film's story and initial ideas

**Co-Director, Production Manager • BirdLand**      Mar – Nov 2023

- Update spreadsheets of shot lists, assets, notes, and iterations of the film for 20 weeks
- Establish repertoire with interviewee to create a consistent narrative
- Balance comedic 2D visuals with a dramatic narrative while collaborating with a team of 13 people

**Production Manager, Prop Designer • Have You Eaten?**      Dec 2022 – Feb 2023

- Communicate between directors, leads, and about 45 asset artists from over five departments
- Organize the film's workbook to present the 2D animated film's progress every two weeks
- Notify team members of meetings and checkpoints three times a week
- Design kitchen and bedroom assets in Photoshop

**Storyboard Artist • ZERK**      June – July 2023

- Develop the initial look of the film's climactic scenes for 3D animators
- Adapt quickly the director's notes to enhance character acting within two weeks

**Storyboard Artist • The MenHeim Clinic**      Sept – Oct 2022

- Analyze and revise storyboards and initial visions of the co-directors for the 3D film
- Record visual notes with storyboarders and co-directors in two-week turnaround phases