



Natalie Ventimiglia

natvent777@gmail.com | (517) 375-6187 | natdoesthat.com

EDUCATION & TRAINING

- **M.S. in Media Design** | Full Sail University (2023 – 2024)
- **B.F.A. in Entertainment Arts: Animation** | College for Creative Studies (2016 – 2021)
- **Professional Mentorships:** Storyboard Art Summer/Pro Mentorship, Silver Drawing Academy Character Design Mentorship

EXPERIENCE & PROJECTS

Director & Animator | Independent Short Films

- *Funky Fungi* (2019) & *Nugget's Birthday*
- Directed, storyboarded, and animated short film projects while managing small teams of animators for Funki Funki
- Hand-fabricated puppets and sets, operated camera/lighting/green-screen equipment, and scheduled filming pipelines for an upcoming short film.

Freelance Artist & Designer | "NatDrawsThat" (2016 – Present)

- Create client illustrations, character reference sheets, and promotional materials under self-managed schedules. Clients include St. Paul's Church, Rack Em' Up Records, Howell Melon Fest, and Garden Gate Montessori.
- Partnered with Marmals toy company on sketches and final vector designs for official sticker releases. Other clients include St. Paul's Church, Rack Em' Up Records, Howell Melon Fest, and Garden Gate Montessori.
- **Animator** | *OMG BEST SONIC FANFIC EVER REANIMATED* (2022)
- Storyboarded and animated Scene 9 in collaboration with lead directors and a team of animators on a reanimated project of a popular fan animation

Creator & Brand Strategist | *Whittle Weird Pals Brand Playbook* (Dec 2023)

- Developed a 20-page brand playbook featuring custom logos, style guides, psychographic research, vector assets, and product mockups.
- Animated logos and multimedia content using multi-track audio and keyframe animation.

Artist Alley Vendor | DesignerCon (Dec 2023)

- Designed, hand-sewed, and produced custom plush toys, art prints, and stickers for mass market appeal.
- Managed booth operations, inventory stock, and customer transactions across a 3-day convention.

Animation Intern | Michael Lynn Animation (2023)

- Researched, drafted, and illustrated a full pitch bible for an upcoming children's animated series, including children's development, character designs, episode summaries, and world concepts.

TECHNICAL SKILLS

- **Software:** Storyboard Pro, TVPaint, Dragonframe, Adobe Creative Cloud (Photoshop, Illustrator, After Effects, Premiere Pro, InDesign), Procreate, CapCut
- **Production & Craft:** Storyboarding & Animatics, Character Design, Stop-Motion Puppet & Set Fabrication, Toy Design, Brand Identity & Playbooks, Audio Editing