



Agnes Onimus

PRODUCTION MANAGEMENT
VISUAL DEVELOPMENT ARTIST

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EXPERIENCE

FREELANCE ILLUSTRATOR, Self-Employed | Sep 2023 - Present

Washington D.C.-Baltimore Area (USA)

Created illustrations for art commissions and coordinated communication with clients.

Developing personal project pitches for animation and graphic novel development.

HIVER ROUGE, Director | Sep 2022 - June 2023

Savannah College of Art and Design, GA

Directed a Capstone 2D rig animated film. Developed the story, visual development, and background painting.

Supervised a large team and managed all aspects of the production to complete the film within a year.

Fully composited and edited the project in After Effects.

CROSSING OVER, Lead Character Designer | Jul 2021 - Jan 2022

Savannah College of Art and Design, GA

Designed two variations of a unified cast of eight characters for a Thesis 3D animated film.

Scheduled and participated in team meetings, conveyed detailed notes to directors.

Collaborated with the art direction and 3D teams to ensure a cohesive transition from 2D designs to 3D models.

BUNNY APOCALYPSE, Art Director | Jan - March 2022

Savannah College of Art and Design, GA

Collaborated in a small production team to complete a short animated film within ten weeks.

Supervised the art direction and animation process, developed the character designs and background paintings.

Coordinated team meetings and led workshops to streamline the film's animation process.

STUDENT INTERN, Al-Jazeera Media Network | May 2015

Washington D.C.

Interned at a major media network company for one month to gain experience in the professional world.

Tasked with writing transcripts for translation purposes, note-taking, and assisting in the delivery of documentation on a news TV set.

EDUCATION

Savannah College of Art and Design, GA | Sep 2019 - June 2023

B.F.A. in Animation

Concentration in Storytelling and Concept Development

Dean's List 2019-2023 / GPA: 3.94 / Summa Cum Laude

Atelier de Sèvres, Paris | Sep 2017 - May 2019

Preparatory Class in Art and 2D Animation

A formation preparing for the competitive entrance exams to art schools.

SKILLS

Technical | Photoshop, Illustrator, After Effects, TV Paint, Toonboom, Procreate, Microsoft Suite

Artistic | Visual Development, Video Editing, Compositing in AE, Production Management

Languages | French (Native), English (Native), Spanish (Intermediate), Japanese (Beginner), Moroccan (Beginner)