



HALLIE FARMER

VISUAL DEVELOPMENT ARTIST & ILLUSTRATOR

PROFILE

Hello! I am a digital artist with a passion for telling stories and creating beautiful things that inspire joy. I am looking for an internship that will challenge me to put my knowledge to practice, and help me grow artistically and professionally.

CONTACT

(720) 469-8685
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SKILLS

- Adobe suite
- TVPaint
- ProCreate
- Google suite
- Microsoft suite
- Maya
- Cinema4D
- Web Design

AWARDS

- USC Academic Achievement Award
- 1st Place Student Animation, 2nd Place Overall, Breckenridge Film Festival (National, 2018)
- Finalist and Official Selection, All American High School Film Festival, NYC (National, 2017-18)
- Official Selection, Kids First! Film Festival (National, 2018)
- 1st Place Animation, 3rd Place Overall, Project Next, Denver Film Festival (National, 2018)

EDUCATION

USC School of Cinematic Arts

BA in Animation and Digital Arts with a minor in Themed Entertainment

- Graduating in 2023
- Dean's List - 3 semesters

CAREER SUMMARY

Student Assistant & Social Media Manager

USC School of Cinematic Arts | Jan. 2020 to present

- I currently work in the USC animation faculty office answering calls, directing visitors, and facilitating use of the animation library. I also frequently edit spreadsheets, create content for the program, and update the social media page.

Visual Development Artist, Animator, Background Artist, User Interface/Experience Designer

USC School of Cinematic Arts | Nov. 2019 to present

- While at USC, I've worked as a concept artist for multiple award-winning short films and video games, creating backgrounds, characters, environments, and props.
- "Low Key" (2020) by Collin Schuster
 - I collaborated with the director and other artists to create a stylized animated world for this award-winning short film.
- "Smile Medicine" (2020) mobile game by Elle Linares
 - I communicated with a team of artists and developers to design the UI/UX and overall aesthetics for this mobile game.
- "Bon Bini" (2020) by Jaqueline Howard
 - I created stylized backgrounds for this film while communicating remotely with the director and other artists.
- "Casey" (2021) by Perri Cohn
 - This semester, I am working with a director, producer, and a team of artists to design the visual style of this film and create backgrounds to bring the setting to life.
- "Still With You" (2021) by Ryan Livesay
 - I am currently working with a team of artists to develop the aesthetics of this film in order to accentuate its emotional themes and drive the narrative through color.