

# Eileen Huang

2D Animator and Motion Designer

[Showreel link](#)

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## Education

CGSpectrum  
May 2021 – February 2022  
2D Animation Course

School of Motion  
2018 – 2020  
Animation Bootcamp  
Illustration for Motion

Carnegie Mellon University  
Class of 2017  
Bachelor of Humanities and Arts  
Japanese and Industrial Design  
University & College Honors

## Awards

Gold Award  
(10th Animation Support  
Program Hong Kong)

Top 10 Placement  
(11 Second Club Animation  
Competition)

## Skills

2D Traditional Animation  
Motion Design  
After Effects  
Adobe Animate  
Toon Boom Harmony  
Photoshop  
Illustrator  
Product/UX Design  
Figma

## Experience

### Cartuna - Freelance Harmony Animator

July 2023 – September 2023

Animated rigged characters for Nickelodeon webseries Monster High Mysteries Season 2 in Toon Boom Harmony

### BIEN - 2D Animation Apprentice

February 2023 – April 2023

Animated frame by frame character for Nike pitch project  
Designed poses for storyboards and animated characters frame by frame for Red Hat Summit conference opener

### MongoDB - Freelance Motion Designer

August 2021 – Current

Animated ads for digital billboards displayed at AWS:reInvent conference in After Effects  
Idea'd and animated bumpers for keynote speech and social media campaign (NDA)

### MongoDB - Product Designer, Growth

2019 – 2021 / New York, NY

Designed and shipped UX/UI of onboarding experience from scratch for product Atlas  
Used data to ideate and design AB tests with positive impact on conversion rate metrics

## Projects

### 11 Second Club Dialogue Animation

July 2023

Designed two characters Julien and Michael for monthly 11 Second Club competition  
Staged and animated two characters to provided dialogue  
Placed Top Ten out of 107 submissions

### "Monkey On My Back" Short Film

2022

Animated Jade in award-winning short film "Monkey On My Back"  
Developed acting with key poses and breakdowns  
Collaborated with other animators for consistent animation for character Jade

### Putt Putt Maker Indie Game

2021 – Current

Collaborated on development of art direction in pixel art style  
Designed UX/UI of golf level creator, level selector and various other UI  
Animated variety of game assets such as animals walking, running, and fx like bombs