Joanna Stopyra

2D Artist and Animator generalist with 7 years of experience working on mobile games. Over 12 launched Osmo games.

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EXPERIENCE

Osmo, Palo Alto - *Sr. Artist/ Animator*

April 2019 - August 2022

Art Directed interactive learn-to-read program that combines innovative speech recognition and vision detection.

- Developed a style of the game that stays high quality while compressed and formated,
- Helped in creating the story,
- Created the main character design, rig, animation,
- Documented Art, Animation, UI, VFX style guides,
- Created templates for the art assets,
- Gave reviews and feedback,
- Helped in polishing the timelines in Unity,

Osmo, Palo Alto - 2D *Artist/ Animator*

August 2016 - April 2019

Worked as an Artist and Animator on 12 games

- Created game art assets, design and prepare for animation,
- Rigged and Animated assets in spine,
- Worked on game design and wireframing,
- Created assets for social media,
- Helped in creating and innovating new products,

EDUCATION

Academy of Art Univeristy, San Francisco - *BFA 2D Animation*

September 2011 - May 2016

Valedictorian Nominee

Pickens Technical College, Aurora,CO

August 2009 - May 2011

Multimedia Graphic Design Certificate

CREATIVE SKILLS

Concept Art

Character Design

2D Animation: Puppet and Traditional

Rigging for 2D characters

Creating 2D Art Assets for mobile games

SOFTWARE SKILLS

Spine- Expert

ToonBoom Harmony- Expert

Adobe - Expert

- Photoshop
- Illustrator
- After Effects
- Premiere

Jira - Intermediate

Shotgrid - Intermediate

Miro - Intermediate

Unity - Beginner

SourceTree- Beginner

Git- Beginner

LANGUAGES

English, Polish