

Maxine Boucher

Animator

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⇨ [Website](#), [Instagram](#)

Skills

Adobe Creative Suite

Microsoft Office

Maya

Digital hand drawn
animation

Stop motion animation

Adobe Flash

Adobe Photoshop

Adobe InDesign

Adobe Premiere Pro

Adobe After Effects CC

Toon Boom

Adobe Illustrator

Leadership

Good time management

Ability to Work Under
Pressure

Good work ethic

Adaptability

Education

Moore College of Art and Design , Philadelphia PA

August 2016 — May 2020

BFA in Animation and Game Arts

a Scholarship with W.W. Smith, Moore College Housing grant and Moore College Deans Scholarship

Eastern Center For Arts and Technology, Hatboro PA

September 2014 — May 2016

Courses in Graphic design, Photography, and Illustration

Internships

Intern, Quadratron Games, Collingswood New Jersey

June 2019 — July 2019

Worked on the game Threshold, working on background assets and concept sketches.

Employment History

Work Study Student, Connelly Library, Philadelphia PA

September 2016 — March 2020

Shelving, customer service, organization and problem solving

Associate, Ollie's Bargain Outlet, Inc., Hatboro, PA

June 2018 — January 2019

Shelving, customer service, organization, cash register, and problem solving

Extra-curricular activities

Jimmy Jam

January 2019 — November 2019

A group of students making a functioning game in a short period of time, such as a month.

Student Engagement Committee, Philadelphia

April 2017 – March 2020

A group of students creating community events on campus, ranging from three to five major events every four months of a semester, including the schools fall and spring student orientation.

Moore Anijam

January 2018 – January 2019

A group of students given three months to make a ten second section of animation to collaborate into a short video.