

Allyson E. Hopper

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Skills

Software: Procreate, Adobe Animate, Photoshop, Illustrator, After Effects, Premiere Pro, Cinema 4D

Drawing Tools: Wacom Cintiq, traditional sketching, iPad Pro with Apple Pencil

Techniques: Frame-by-frame animation, character design, storyboarding, motion graphics

Collaboration: Teamwork, project management, communication

Education

University of Connecticut

Storrs, CT

Bachelor of Fine Arts, Digital Media & Design, 2D Motion Design & Animation

August 2025

Relevant Course Work: Storyboard & Character Development, Motion Design and Animation, Environmental Storytelling, Film & Video Editing, Design Lab, 3D Motion

Projects

“Envisioning The Future: Microplastics in Mirror Lake”

September – December 2023

University of Connecticut

Character Designer, Storyboard Artist, Animator

- Created unique character designs of the main characters.
- Developed detailed storyboards for key animation sequences, defining character actions and camera angles.
- Used frame-by-frame character animation, applying principles of motion such as squash and stretch for dynamic movement.

Work Experience

Agriculture, Wellness, & Ecology Program

February – May 2025

University of Connecticut

Graphic Designer

- Designed logos that align with brand identity and client vision.
- Created custom newsletter backgrounds to enhance visual appeal and readability.
- Collaborated closely with clients and internal team members to ensure design objectives were met and feedback was implemented effectively.

Keney Park Sustainability Project

June – September 2025

Hartford, Connecticut

Graphic Designer & Character Designer Intern

- Designing original characters for children’s pamphlets and education materials.
- Creating flyers, posters, and promotional graphics for community events and program outreach.
- Developing custom icons and graphic elements for use across the digital and print advertising materials.