

# Ariella Bouskila

Email: ariella.bouskila@gmail.com

Telephone: (289) 681-3147

Portfolio: [agbouskila.com](http://agbouskila.com)

## Education

### **Sheridan College, 2011-2015**

*Bachelor of Applied Arts (Illustration)*

Graduated with honours

### **Dawson College, 2008-2011**

*Diploma of College Studies (Illustration & Design)*

Graduated with honours

## Skills

### **Overview**

Organized and focused, good at tracking continuity across many files

Quick to pick up new skills and programs

Excellent drawing and design skills, used to both digital and traditional tools

Experienced with prop/location/colour design, layout drawing, page layout, graphic design, scene planning

Strong communication skills, good at teaching

### **Software skills**

Mac and PC literate, Internet literate

Proficient in Adobe Photoshop, Illustrator, InDesign, Bridge, and experienced with Flash and AfterEffects

Proficient in Clip Studio Paint

Proficient in Toon Boom Harmony 15

Proficient in Microsoft Office/365, G Suite (Sheets, Docs, Drive), Shotgun

Familiar with Blender and 3DS Max

### **Art skills**

Drawing layouts, paintings BGs, and designing props and locations digitally

Pencil and ink linework

Watercolour, gouache, and acrylic

Linoleum block printing, papercut work

Digital photo manipulation

Traditional and digital collage art.

## Employment

### **Guru Studio, Oct 2019 - Mar 2020**

*Layout artist, Big Blue*

Drew layouts in Photoshop working from leica and location designs. Worked with supervisors to push the clarity of composition and the storytelling in every file beyond what was given in the leica. Expanded on given location designs and designed some elements myself.

### **Bungie Inc, May 2019 - July 2019**

*Freelance writer, Destiny 2: Shadowkeep*

Wrote the lore book Aspect to set up in-game plot elements and lead in to the Garden of Salvation raid. Tried to write a story that would be satisfying on its own and also leave some loose ends for fan speculation and for future Destiny writers to work with. Brought back characters and enemies from the first Destiny game and tried to make them feel relevant and present in the second.

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## **9 Story Media Group, Sept 2018 - Sept 2019**

*Scene planning supervisor, Xavier Riddle and the Secret Museum*

Set up shots in Toon Boom Harmony 15. With a focus on good composition and continuity between shots, put leica/audio, characters, props, and backgrounds into each scene, put in camera moves, blocked in character scale and movement, and set up some early comp work like parallaxes/multiplaning, colour adjustments, and blurs. Trained and managed teammates, including summer intern. Sat in on interviews for new scene planners. Assigned work to other members of the team, checked their work, set up episode cuts for the director for review, kept track of revisions and team members' schedules. Working with the editor, tracked and updated audio pickups as necessary. Attended weekly production meetings with the director and other team leads to keep on top of the schedule and address show issues. Used Shotgun, Google Sheets, and Office 365 to track shots and assets. Wrote several process documents explaining how to scene plan, how to use Shotgun, and how to use Harmony.

## **Yowza! Animation, Nov 2017 - Jun 2018**

*Layout artist, Welcome to the Wayne*

Drew layouts in Clip Studio Paint and Photoshop, working from leica, first season backgrounds, and 3D location models. Manipulated objects and cameras in Blender to take renders. Maintained layout quota while also tracking continuity of framed paintings and posters within established environments over the entire layout team's output. Assisted with some BG paint work.

## **9 Story Media Group, Sept 2016 - Mar 2017**

*Layout artist, The Magic School Bus Rides Again*

Drew layouts in Photoshop working from leica and master BG designs. Worked with supervisors to match show style on a variety of locations. Worked to high quality standards on detailed and realistic layouts, focusing on internal consistency and clean linework.

## **9 Story Media Group, Jun 2015 - Sept 2016**

*Designer and painter, Peg + Cat*

Designed and painted props and backgrounds, working in pencil, gouache, and Photoshop collage. Worked from leica and master BG and prop designs. Animated positions for special rotating or transforming props, like opening doors.