

ISAAC EVEANS MELLONIE

www.isaacmellonie.com

Web Developer

LinkedIn

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GitHub

SUMMARY:

Motivated Junior Web Developer experienced in freelance animation, seeking a dynamic position in a collaborative workplace. Bringing a creative approach to problem-solving, and experience in fast-paced environments that emphasizes open communication, critiques, and feedback where time management and organization are crucial to meeting deadlines with a high level of production.

EDUCATION:

Coder Academy

Diploma of IT - Fullstack Web Development
2024

Animschool

Character Animation Program
2021

Griffith University

Bachelor of Animation
2008

RELEVANT PROJECTS:

Terminal App: Purchase Parking Tickets

<https://github.com/IsaacMellonie/T1A3-Terminal-App>

Python Terminal App | September, 2023

- Built a terminal application in Python, which allows the user to purchase parking tickets
- Integrated functionality to create an interactive app with email, time, and account creation

Personal Portfolio

<https://github.com/IsaacMellonie/Portfolio-Website>

HTML and CSS | September, 2023

- Created a static website in HTML5, styles with CSS3 with links to my social and work-related information.

SKILLS:

- Self Directed
- Collaborative
- Analysis and Adjustment
- Time Management
- Interpersonal Experience
- Strong Communication
- Compassionate
- Adaptable

WORK EXPERIENCE:

Nickelodeon, Nick. Jr, Jonas & Co, Snowflake Films, Late Night Cartoons, Cartuna (New York, USA)

<https://www.isaaceveans.com/Animation-Reel>

Freelancer Animator | 04 Feb, 2019 - Present

- Collaborate with the Director and team leads for initial shot breakdown.
- Plan acting beats and timing.
- Create changes based on the team lead and the director's daily feedback.
- Combine exports in post-production and render final shots with After Effects.
- Implement updates based on new VO and network notes.
- Repurpose character rigs based on the needs of each shot.

CCI (New York, USA)

<https://pubbly.com/browse/games/ages35>

Digital Designer | May, 2015 - Nov, 2018

- Created interactive content with a web platform called Pabbly, developed for XPrize.
- Tested games and interactive books for bugs.
- Developed games that aided Math and Swahili curriculum.
- Collaborated with Software Developers to implement changes to the platform.

TECH SKILLS:

Languages: Python, JavaScript, HTML5, CSS3, SQL

Frameworks: Node/Express, Flask, React

Tools: WSL Ubuntu, Git Version Control, Lucid Charts,

Software: VS Code, Google Chrome, Adobe CC, Autodesk Maya, Oracle VM Virtual Box, Slack

Databases: PostgreSQL, Mongo DB

Animation

Motion Design

Layout