

Madison Opitz

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EDUCATION

University of Cincinnati | Cincinnati, OH

August 2022 - April 2027

College of Design, Architecture, Art, and Planning (DAAP)

Bachelor of Fine Arts in Games and Animation

Fine Arts Minor & Animation Certificate

WORK EXPERIENCE

Game Design Intern

May 2026 – Present

Scruffy Pup Entertainment, Remote

- Illustrate and conceptualize character designs and integrated stories
- Create graphics and logos for game marketing and advertisement
- Research marketing strategies and methods to best expand game outreach and communication

Animation Intern

May 2025 - August 2025

Essence Cartoon, Remote

- Illustrate written script into visual storyboards
- Draw in-between frames to capture smooth movement and accurate lip-syncing
- Rework key frames and clean up sketches into final line art referencing character model sheets

Student Orientation Staff

January 2023 - Present

University of Cincinnati New Student Orientation Office, Cincinnati, OH

- Manage cohorts of over 700 students through email and phone call communication
- Present campus utilized resources, both online and in-person
- Design digital graphics, logos, and promotions for social media, apparel, and advertisement

ANIMATION PROJECTS

“Vacation” Animation Capstone

November 2025 – April 2026

Storyboard Artist and Animation Coordinator

- Illustrate storyboard thumbnails that capture the emotional storybeats and story of the written script
- Clean-up thumbnails into final storyboards in preparation for the animatic process
- Assign animators shots to animate and give feedback in correspondence to the director’s vision

“Stake Out” Animation Capstone

March 2025 - May 2025

2D Animator

- Transform storyboard animatic shots into final animated sequences
- Clean-up rough animation into final line art
- Follow stylistic parameters set by the capstone director utilizing character and object model sheets

SKILLS

Toon Boom (Storyboard Pro and Harmony), Adobe Creative Suite, Maya, Affinity, Procreate, Toonsquid, Aesprite, Storyboarding, Animatics, Keyframing, In-betweens, Cleanup, Flat Color, and Bilingual in German