



Amy Hollshwandner

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Education

Rhode Island School of Design

BFA Illustration
2016–2019
Academic Honors

Skills

Technical

After Effects
Premiere Pro
Illustrator
InDesign
Photoshop
Adobe XD
Procreate
Figma
Maya
Lottie

Creative

Color theory
Typography
Illustration
Printmaking
3D prop fabrication
Storyboarding
R & D
Art direction

Experience

Hencove

2020–present

Senior Motion Designer

- Lead production for a variety of motion projects—from social spots to full-length ad campaigns.
- Leveraged market research and trend analysis for metrics-driven storytelling
- Interfaced directly with stakeholders, pitching ideas and receiving feedback
- Pioneered motion styles and systems, as well as executed on existing brand guidelines
- Managed complex production timelines, delegated tasks, and collaborated across departments

Graphic Designer

- Developed brand campaigns, visual identities, and collateral
- Communicated ideas clearly, implemented feedback, and iterated efficiently
- Executed all steps from conceptual development to final delivery

Black Math

2019–2020

Design & Animation Intern

- Designed concepts, color scripts, prepped assets, styleframes, and storyboards
- Researched and designed around market trends
- Collaborated with other designers and animators to meet tight deadlines

RogueMark Studios

2018–2019

Storyboard Artist & Animator

- Told unique stories in a thoughtful, intelligent, and compelling way
- Worked closely with art directors, colleagues, and clients to conceptualize videos within an existing brand universe

Production Intern

- Built props, assisted on set, and managed production schedules
- Honed written and verbal communication skills
- Animated across 2 and 3D