

LEXI HÖHE

Visual Development

email: lexi.hohe@gmail.com

website: <https://lexihohe.wixsite.com/portfolio>

SKILLS

Adobe Suite
Google Suite
Microsoft Office
AutoDesk Maya
ToonBoom

-Problem Solving	-Prop Design
-Adaptability	-Character Design
-Asset Management	-Paint
-Communication	-2D Animation
-Time Management	-Puppet Animation

EXPERIENCE

"Extinct Island" Pitch / Character Designer, Concept Artist

NOVEMBER 2023 - DECEMBER 2023. LOS ANGELES, CA

Collaborated with Nick Onufrak to create animated show pitch. Reviewed and analyzed episode drafts. Iterated character designs. Integrated feedback into updated designs. Pitched own creative concepts to Onufrak. Presented final designs for use in pitch deck.

"Dungeons & Dragons| Xällital: The Devouring Desert" / Art Lead

AUGUST 2021 - JULY 2022. MUNCIE, IN. MOAB, UT

Worked alongside diverse team to create custom D&D campaign. Coordinated art team using spreadsheets. Created visual presentations to pitch ideas. Communicated feedback from writing team to art team. Provided drawovers and feedback. Effectively mediated discussions. Directly responsible for rekindling team's passion after story disagreements caused major downturn in morale.

University Senior Film / Art Director, Asset Manager, Composer

JANUARY 2021 - MAY 2022. MUNCIE, IN

Designated roles and assigned tasks. Compiled references, moodboards, resources, and demo'd techniques for art team. Took on role of asset manager to improve overall team workflow. Communicated with lead director and shared director's feedback/goals with team. Provided paintovers and feedback.

Fern / Animation, Design Intern

JUNE 2021 - SEPTEMBER 2021. ATLANTA, GA

Created illustrations for Fern's social media. Designed & puppet animated for productions with Lowe's and LinkedIn. Created character expression sheets. Applied client and director feedback to ensure an effective and entertaining final product.

EDUCATION

Schoolism

SEPTEMBER 2022 - PRESENT

Women in Animation Mentorship

FALL 2022 - JUNE 2023

Ball State University / Bachelor's of Fine Arts(Animation)

AUGUST 2019 - MAY 2022. MUNCIE, IN