



Alyah Sunny Hjar

Character Designer • Storyboard Artist

About Me

I'm a French Caribbean artist living in the States. Currently pursuing a career in storyboarding and character designing. I am ambitious, team driven and managing several projects.

Contact Me

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<https://sunshinehjar.wixsite.com/portfolio>

Education

Savannah College of Art and Design

Savannah, GA BFA in Animation

Graduation: December 2021

I studied traditional and digital 2D animation, and the art of storytelling through storyboards and compositions.

WIA Mentorship with Tara Nicole Whitaker

April 2021 - September 2021

I learned how to develop characters for TV, film and gaming. Created characters mimicking different art styles. Learned the art of appeal while maintaining energy and weight. Developed a facial expression sheet and character model sheet.

Skills

Software

Toon Boom Harmony
Storyboard Pro
TVPaint
Adobe Creative Suite
Maya
Blender
Shotgun/Shotgrid
Microsoft Suite

Technical

Concept Development
Character Design
Set Design
Storyboarding
2D Animation
Puppeting
3D Modeling

Languages

English - proficient
French - proficient
Spanish - proficient

Work Experience

Artistic

Freelance Artist June 2019 – Present

- Created Live2D models for streamers.
- Created "alert animations" for streamers.
- Worked on zines with other artists.
- Created illustrations for clients.

Lead Storyboard Artist for "Coffee Break" • SCAD Film

- Worked primarily as the Lead Storyboard Artist, helping 3 other storyboard artists on the team, and communicating with our director.
- Worked as a character designer for background crowds and as an animator for 3 shots.

Concept Artist / Storyboard Artist for "Homerun" • SCAD Film

- Worked as a Concept Artist creating environment designs and character exploration sheets.
- Worked as a storyboard artist and boarded 3 scenes.
- Helped other storyboard artist with dynamic angles on the film.

Art Director for "Artist Block" • SCAD Film

- Worked as the Art Director, creating illustrations for key moments in the film, character designs and doing prop turnarounds.

Rough Animator / Cleanup Animator for "Pope's Dog" • SCAD Film

- Cleaned up 2 shots and roughed out 1 shot.

Cleanup Animator for "Wander" • SCAD Senior Film

- Cleaned up 4 shots.

Cleanup Animator for "Bound" • SCAD Senior Film

- Cleaned up 3 shots.

Production

Production Manager for "Artist Block" • SCAD Film

- As Production Manager, managed a group of 15 students.
- Created a shotgun and excel sheet for the team. Set deadlines for deliverables.
- Made sure all animation components were delivered on time.

Production Manager for "Clandopia" • SCAD Senior Film

- As Production Manager, managed a group of 7 students.
- Created excel sheet for the team with all necessary shots, deadlines, and tracked progress for deliverables.
- Assigned shots to animators.
- Made sure all animation components were delivered on time.

Producer for "Kleptomaniacs" • Indie Film

- Helped Director organize a team of 17 members.
- Created timetable for project.
- Assigned team members their roles and deliverables.