

# Arija L Williams

Character Animator

<https://www.ariliesewilliams.art/>

## Contact

[ariliesewilliams@gmail.com](mailto:ariliesewilliams@gmail.com)

Minneapolis, MN

Available to relocate.

## Experience

### Creator, Owner, Operator

**2021 - Present**

#### Comet.Juice

Mobile and independent art business. Creation and production of original and fan works focusing on animated media. Booking and operations for trade-shows and other community events across the U.S. Experience in sales and marketing as well as logistics event planning, inventory, and resource management.

### Rough, Cleanup, and Lighting Animator

**2023 - Present**

#### Various Projects

Assisting in animated projects from varying studios and individuals. Tasked with rough animating layouts, cleaning rough animations, and lighting completed shots.

### Storyboard Intern

**2023**

#### T'sarE Media

Internship for a video game company. Storyboard work and motion tests for in-game characters.

### Contract AR Animator

**2022 - 2023**

#### Area Environments

Assisted with the production of augmented reality "wallpaper" utilizing the Artivive application. Collaboration with local artists to develop animated versions of traditional art pieces in Adobe After Effects and Premiere Pro.

## Skills

Toon Boom Harmony

Toon Boom Storyboard

Adobe Creative Suite

(Photoshop, Illustrator, InDesign, After Effects, Premiere, Animate, Audition)

Maya

Blender

Substance Painter

Z Brush

Procreate

Clip Studio Paint

Wacom Cintique

*Character acting, 2D animation,  
Audio Production, Illustration,  
Merchandise production,  
Marketing.*

## Education

### WIA Mentorship Circle

**May 2025 - August 2025**

*Spring mentorship circle for light and shadow animation. Hand drawn shadows and compositing projects for peer review.*

*Led by Gabrielle Tougeron  
(reference upon request)*

### Women In Animation

**2022 - Present**

*Member since 2022*

### Minneapolis College of Art and Design

**Fall 2020 - Fall 2023**

*BFA in Animation, focus on 2D animation and storyboard.*