

CASSANDRA FRANCINE R. OMAOENG

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RESUME SUMMARY

- Seeking creative opportunities and technical proficiency in art within the film or game industry
- Exploring different methods and styles of 2D art and animation
- Knowledge and skills in creating multimedia forms of content
- Experience in project management and art direction

EDUCATION

Far Eastern University, Institute of Technology Manila, Philippines
Bachelor of Multimedia Arts with Specialization in Animation and Film October 2024

TECHNICAL PROFICIENCY

Skills: Digital Illustration, 2D Animation, Video Editor, Graphic Design, Social Media Management

Software: Clip Studio Paint EX, Toon Boom Harmony, Adobe After Effects, Adobe Premiere, Adobe Illustrator

WORK EXPERIENCE

Far Eastern University, Institute of Technology Manila, Philippines
Junior Multimedia Designer (Internship 1 and 2) December 2023 – July 2024

- Produced numerous video courseware projects using Adobe After Effects and Premiere Pro

Acapella Arrangement Cover, Kosmiyu (YouTube)
Storyboard Artist June – July 2025

PROJECT ACCOMPLISHMENTS

ARIA I A Hybrid YouTube Interactive Animated Film, Original Music, and Digital Campaign about Social Anxiety
Project Manager, Director, Screenwriter, Concept Artist, Animator

Enneagram I A 2D Animated Short Film in Advanced 2D Animation class
Pre-Production Lead, Animator

Penumbra I A 2D animatic in Scriptwriting and Digital Storyboarding class
Head Animator, Concept and Character Artist

PERSONAL WORK

Social Media Platforms (Instagram, Twitter, YouTube) December 2012 – Present
Content Creator

- Creating 2D digital illustrations and animation of interests in gaming