

Jacqueline Mains

Dedicated artist and creator with over 5 years of experience using Adobe Creative Cloud to produce engaging short-form videos for entertainment and education. Developed a following of over 45,000 across TikTok, Instagram, and X. Experienced animator with a portfolio featuring commercials, YouTube videos, and television shows, demonstrating expertise in visual storytelling.

Work History

2023-09 -
Current

Content Creator

Self Employed Web

- Created high-quality written and visual content, engaging an audience of over 45,000 followers.
- Analyzed popular trends to recreate for profile engagement based around the video game Baldur's Gate 3
- Managed social media accounts, increasing audience engagement through targeted posts.
- Collaboration with businesses to promote a product using short form video

2020-04 -
Current

Animator and Cleanup Artist

Cartuna

- Smartless, Podcast Animated Shorts 50+ episodes from 2021 to the present
- "Powerline Live" 360 VR for The Goofy Movie
- SpongeBob 360 VR Tour Birthday Party
- Spongebob "Something Smells"
- Ice Cream Sandwich "FEARS" Youtube Video
- "Baby", Justin Bieber 2022 VMA Music Video
- Windscribe, VPN Commercial
- "Office Ladies", The Animated Podcast
- "SALT", Hip Hop Public Health Music Video
- "Magical Girl Friendship Squad", Animated TV show

2021-01 -
2021-05

Animator

Bento Box



Contact

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Websites, Portfolios, Profiles

- www.jcmainart.com
- Tiktok: @wackydaart
- Instagram: wacky_da_art

Skills

- Short-form Video Production
- Adobe Animate
- Photoshop

- Wolfboy and the Everything Factory for Apple TV
- Saturday Morning All Star Hits "SMASH" for Netflix
- Worked flexible hours across night, weekend, and holiday shifts.
- Collaborated with a large team to coordinate communication and scheduling efforts, ensuring timely project completion.

2020-09 -
2021-01

Art Manager

Clampett Studios

- Directed efforts to restore and systematically organize Warner Bros animation cels to preserve artistic integrity.
- Oversaw a team of talented background artists to enhance project outcomes and artistic vision.
- Designed and implemented systematic processes to enhance record management and accessibility.

2019-05 -
2019-08

Class Instructor

ID Technology, Long Beach, CA

- Conducted instructional sessions on Adobe software, promoting creativity and skill development in students.
- Facilitated learning and development for students aged 7 to 17.
- Utilized technology and multimedia tools to enhance lessons, actively engaging students and improving their learning experience.

Education

2020-01

BFA: Animation

Laguna College of Art And Design - Laguna Beach

2016-01

Film, Television and Digital Media Degree

Orange County High School of the Arts - Santa Ana

- Premiere Pro
- Illustrator
- After Effects
- Media Encoder
- 2D Animation
- Digital Illustration
- Assistive Ai
- Creative Education
- Trend Analysis
- Community Engagement
- Public Speaking