

Aisha Momoh



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EMPLOYMENT HISTORY

2D Character Rigger

Coyle Films, Ottawa, ON (Remote) — Jan 2022 - Mar 2022 | Sep 2024 - Mar 2025

- Created rigs based on previous character designs in Toon Boom Harmony for *Queen Maeve*.
- Refined character designs, incorporated feedback, and optimized rig performance for animators to align with project vision.

Concept Artist

Turtle Riot Studios, Kawartha Lakes, ON (Remote) — July 2023 - Aug 2023

- Created character concept art for *Flora's Reign*, an augmented reality (AR) mobile simulation.
- Assisted with research and development and designed illustration assets.

Character Designer

Coyle Films, Ottawa, ON (Remote) — Jun 2021 - Aug 2021

- Designed characters and props for *Queen Maeve*, an animated feature film. Drafted designs from sketches and exploration to final clean works.

Freelancer

Aisha Illustrations — 2015 - Present

Personal career that allows me to collaborate on projects with established companies or individuals. I value collaborating with innovative and passionate people who bring challenges and unique stories.

EDUCATION

Bachelors of Animation

Sheridan College, Oakville, ON — 2020 - 2024

Gifted Visual Arts Program

Canterbury High School, Ottawa, ON — 2016 - 2020

Cooperative Education positioned at Big Jump Entertainment.

AWARDS

Ontario Scholar, Canterbury High School — June 26, 2020

Obtained an average of 86% in six Grade 12 University, College, and COOP education courses.

Honour Society certificate, Canterbury High School — June 26, 2020

Achieved distinction in 2020's academic program with an average of 80% or more.

CERTIFICATIONS

Smart Serve Certification — September 04, 2024

PROJECTS

Ollie's Speedy Skates — Sheridan Fourth Year Thesis Project, 2024

Created a 2D Harmony rigged film from start to finish for school thesis assignment.

Root to Rebellion — Historical project conducted by the Pickering Museum Village, 2023-2024

Prepared 12 illustrations for motion graphics in Toon Boom Harmony and compiled them into a finalized video to showcase at the Pickering Museum.

Future of GIFs — Project, 2023

Created an illustration and prepared it for use in augmented reality (AR).

Rahyne — Short Film by BSAM Canada, 2021

Conceptualized designs for 6 characters, finalized their look, created turnarounds, outfit changes, and illustrated poses for motion graphics in the film.