

Zayd Sanders  
Assignment #2

My role within Sesame Workshop mainly revolves around animation. I animate characters walk cycles, render animations into png sequences and edit audio. Just recently the president of the company interviewed the interns one at a time and he saw that I'm into game design and scoring. One of my new side projects are to write a short song for one of the martians games. My supervisor is Justin Simonich and he is the production manager and he also teaches 2D animation at this school.

I had an in person interview just before classes started. It was with three people at the same time. During the interview it mainly seemed like a regular conversation. We talked about resumes because mine looks fairly different than from those people mainly create. After that I showed them a few work examples and I told them how everything was in the same font. The resume, a book I created, a poster and laughed about it. It was a really friendly interview. I waited a little over a week for the position.