



# ARIME Aina Michella

## ILLUSTRATOR

### PROFESSIONAL EXPERIENCES

**2023 - Ongoing**

**ONG Explorer Home Madagascar Science Center**

*Illustrator - Consultant position*

Creating characters for a comic book project, based on malagasy scientists for the "Tafan'Hay" project

Creating "SciTia" project logo, depicting science as fun and accessible for kids.

**2023 - Ongoing**

**Plum'Art**

*Consultant*

Drawing and painting instructor for students in the Lycée Moderne Ampefiloha for the "Tetikasa Kanto Manabe" project.

**2022**

**Plum'Art in collaboration with Commune urbaine d'Antananarivo and European Union**

*Illustrator*

Painting mural frescoes in Antananarivo midtown area to promote street art.

**2020 - 2021**

**PLum'Art**

*Exhibitor*

**Participating in the Aegyo show and Manga Mania (GHN Antsahavola).**

**2019**

**ONG Explorer Home Madagascar Science Center**

Student participating in the "Sciencing Out" project funded by the National Geographic Society

Producing a short video featuring digital drawings and depicting field methodology used in ornithology.

### STUDIES

**2023 - Ongoing**

**Training on illustration for the "Kanto Manabe" and Ressources éducatives Madagascar project with Plum'Art.**

**2023 - Ongoing**

**License 2 in Informatics (Data base and software) in the Centre National de Télé-Enseignement de Madagascar (CNTeMAD)**

I am passionate about art and informatics and I strongly want to combine and develop my skills in both field for my career. I am motivated and determined to tackle challenges.

I am open to any tasks or projects that will allow me to learn and experiment as it will enrich my career.

### CONTACTS



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### COMPETENCE

- Microsoft office Word,
- Excel Medibang Paint Pro
- HTML & CSS
- JavaScript
- Pascal
- C

### QUALITIES

- Rigour
- Autonomy
- Creativity

### Center of interest

- Fine art
- Digital illustration and animation
- Music (Singing and Fingerstyle guitar)
- Programming
- Volunteering