

## Intro

Hi, I'm a 2D animator with around 7 years of experience! I'd love to work as an artist and animator alongside your team to bring entertainment and creativity to your projects!

## Skills

Animation  
Character Design

## Software

Adobe Animate      Photoshop  
Toon Boom Harmony      Illustrator

## Education

### Bachelor of Fine Arts, Animation

Aug 2013 - Jun 2016

Savannah College of Art and Design, Savannah GA

Courses of Study included:

2D and 3D Animation, Storyboarding, Character Design and  
Layout, Modeling, Art Foundation

## Work Experience

### Tangles The Film

Feb 2025 - Nov 2025

Tangles the Film (Giant Ant)  
2D Animator

Drew rough keys to pitch general shot direction based on storyboards  
Completed rough character animation with heavy emotional acting for film  
Created tied down animations with occasional timing charts for later cleanup animation

### Global Mechanic

Jun 2024 - Nov 2024

Acoustic Rooster: Jazzy Jams  
2D Animator

Set up scenes in Harmony, assembling in characters, props, and backgrounds  
Did character animation, starting from keys and ending with fully finished animation  
Animated effects and camera moves and scene transitions

### Global Mechanic

Nov 2023 - Dec 2023

Epic Career Quest  
Revisionist

Revised character animation in Harmony, to address animation notes  
Added character animation to scenes with added length  
Populated shots with new assets, backgrounds, and audio

### Bardel Entertainment

Feb 2022 - Sept 2023

The Dragon Prince Seasons 4+  
Shot Finaling Artist/FX Animator

Cleaned up broken toon lines and other rendering errors for a 3D show, in Toon Boom Harmony  
Added 2D lines and animation to 3D animated characters, to increase the expressiveness  
Animated occasional 2D effects animation, with a primary focus on effects directly on characters

### Copernicus Studios

Sept 2020 - Dec 2021

Teen Titans Go Season 7  
2D Animator

Created key poses based on storyboards  
Animated all props and characters in scene to polished completion  
Revised animation based on notes from both the studio and the client