# SALLY LUO

# Intro

Hi, I'm a 2D animator with 5 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

Software

Animation Adobe Animate Photoshop
Character Design Toon Boom Harmony Illustrator

# Education

# Bachelor of Fine Arts, Animation

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**

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

Aug 2013 - Jun 2016

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

### **Pocket Watch**

July 2020 - Sept 2020

Freelance Animator

Assembled and organized shots and assets to prepare for animation in Adobe Animate Set up Key Animation poses based on storyboards Animated all props and characters in a scene to full completion

# Wildbrain Studios

Nov 2019 - May 2020

Carmen Sandigeo Season 3 & 4 Posing Artist

> Ceated on model key character poses in Animate for storytelling and action sequences Pushed Animate builds, creating new parts to match poses and expressions to storyboards Worked with a team to meet assigned weekly quotas and expectations