



LINKS

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HIGHLIGHT OF QUALIFICATIONS

- ❖ Communicates regularly with art directors and supervisors, listening closely to directions to troubleshoot and ensure all storyboard goals are met.
- ❖ Completes all story work on or ahead of production deadlines, and organizes backup files for shipping.
- ❖ Renders witty, comprehensible, fully clean and on-model storyboards in Toonboom Storyboard Pro.

WORK EXPERIENCE

STORYBOARD ARTIST, "BOB'S BURGERS," BENTO BOX ENTERTAINMENT, BURBANK, CALIFORNIA MAY 2020 – PRESENT

- ❖ Times out thumbnailed shots & rough acting into an animatic in Storyboard Pro for pitching to episodic director, supervising director, & executive producers.
- ❖ Assesses notes & cleans up thumbs to a finished animatic, ensuring all characters, props, & backgrounds are drawn perfectly on model & posed out for animation in preparation for shipment overseas.

STORYBOARD ARTIST, "THE GREAT NORTH," BENTO BOX ENTERTAINMENT, BURBANK, CALIFORNIA NOVEMBER 2019 – MAY 2020

- ❖ Created & punched up thumbnails in animatics for presentation to executive producers.
- ❖ Produced full animatics at the layout, rough acting, and keyframing stages for episodic director review.
- ❖ Worked in office & remotely during the onset of COVID-19.

STORYBOARD ARTIST AND REVISIONIST, "BIG MOUTH," TITMOUSE ANIMATION STUDIOS, LOS ANGELES, CALIFORNIA AUGUST 2016 – OCTOBER 2019

- ❖ Reviewed script & radioplay, thumbnailed sequences, & pitched sequences to supervising director.
- ❖ Converted thumbnails & director notes into fully realized, on-model layouts to be pitched to EPs.
- ❖ Followed EP notes, adding key poses & acting into board sequences. Prepared camera moves & greenscreening for editors.
- ❖ Listened to radioplay & imported script notes to give all characters a full range of emotional acting.

STORYBOARD ARTIST, "BOJACK HORSEMAN," SHADOWMACHINE, LOS ANGELES, CALIFORNIA DECEMBER 2018 – MARCH 2019

- ❖ Timed out rough acting thumbnails into an animatic in Adobe Animate.
- ❖ Cleaned approved thumbnail animatics for shipment, using puppets if provided.

RELEVANT SKILLS

- ❖ Breaks down acting for animation keys as needed.
- ❖ Produces quality work within the style of the show.
- ❖ Uses strong design and technical skills to produce thumbnails, rough sketches, and finished lines.
- ❖ Organizes time for heavy workloads, multitasks, prioritizes, and works well under the pressure of tight deadlines.
- ❖ Names and organizes layers. Deletes unnecessary layers and data for an easy conform.
- ❖ Designs characters and props as needed for use in storyboards.
- ❖ Collaborates with other artists and works well both independently and as part of a team.
- ❖ Competent with Windows and Mac operating systems, file management, network storage, and computer hardware such as Cintiqs, scanners, printers, and photocopiers.
- ❖ Proficient with Storyboard Pro, Adobe Photoshop, Illustrator, Flash, Premiere, After Effects, Clip Studio. Quick to learn new programs.

EDUCATION

CALIFORNIA STATE UNIVERSITY FULLERTON

Bachelor of Fine Arts, Illustration, 3.8 GPA

Graduated Cum Laude August 2013

SAN JACINTO COLLEGE, TEXAS

Associates of Arts

Graduated December 2007