



# Layout & Animation Artist

## Character & Camera Performance

### SUMMARY

Production-driven animation artist with experience across feature film and high-volume episodic pipelines, contributing to 60+ episodes of DreamWorks Animation's *Gabby's Dollhouse*. Recognized for guiding shot quality across layout and animation workflows, bridging communication between outsource teams, supervisors, and production. Proven track record of delivering under demanding schedules, rewarded with contract extension for feature work at Technicolor Creative Studios. Selected for previs development on new animated series initiatives. Specializes in cinematic staging, camera language, and spatial storytelling that supports clear, production-ready sequences.

### EXPERIENCE

#### Animation Artist — DreamWorks Animation TV

May 2022 – Feb 2026

- Led review and approval of **250–350 outsourced layout shots per episode**, delivering shot-by-shot feedback to ensure cinematic staging, camera continuity, and production readiness.
- Partnered with supervisors, directors, and production to track shot quotas, maintain sequence continuity, and guide shots from layout completion through animation.
- Recorded performance and camera reference to support outsource teams in achieving consistent storytelling intent and visual clarity.
- Executed in-house layout retakes and shot refinements to resolve staging, performance, and technical issues prior to animation handoff.
- Directed asset readiness for characters, environments, and props by providing modeling, rigging, and texturing notes aligned with layout and animation needs.
- Validated assets in production scenes to ensure deformation quality, functionality, and integration within shot staging.

#### Visualization Artist — Technicolor Creative Studios (MPC)

Aug 2021 – May 2022

- Developed previs and postvis sequences for feature productions, translating storyboards and editorial direction into clear cinematic staging and spatial continuity.
- Produced camera animation, blocking, and character performance using **Autodesk Maya** to establish shot flow and sequence readability.
- Integrated and composited CGI animation with live-action plates using **Adobe After Effects**, supporting editorial timing and visual storytelling.
- Iterated rapidly on shot revisions in collaboration with supervisors and editorial teams within fast-paced feature production timelines.

#### 3D Animator — Outlook OVFX

Feb 2021 – Aug 2021

- Produced approximately **30 seconds of character animation per month** for an animated television production within structured delivery timelines.
- Developed pose libraries and performance references to support animation consistency across marketing and production assets.
- Collaborated with directors and cross-functional teams to refine character performance, staging intent, and shot clarity.

### SKILLS & CREDITS

- **Layout & Visualization:** Shot staging, camera animation, sequence blocking, previs, postvis
- **Animation:** Character performance, acting, body mechanics, prop interaction
- **Software:** Autodesk Maya, Adobe After Effects, Unreal Engine, Premiere, Photoshop, ZBrush
- **Production:** Outsource collaboration, asset validation, shot iteration, deadline management
- **Selected Credits:** *Gabby's Dollhouse*, *The Bad Guys Series*, *Fright Krewe*, *Sonic the Hedgehog 2*, *Nope*, *Spaceman*, *Strays*, *Transformers: Rise of the Beasts*