

Reed Gauthier

2D Animator



Objective Seeking a challenging role as a 2D Artist in a professional environment, capable and willing to provide storyboards, character and background design, and traditionally drawn or digital 2D animation, both frame by frame hand drawn and puppet, to make ideas into reality for studio's projects.

Summary of Qualifications Innovative, yet traditional 2D animator highly proficient in ToonBoom Harmony and Storyboard Pro, Flash, Photoshop, Illustrator, and After Effects. Comfortable working independently or collaboratively. Willing to work with other's ideas or develop my own. Capable of providing and receiving critique for coworkers' or own work, for project's optimal quality. Ongoing desire to learn and continue developing artistic and software skills.

Education **Bachelor of Fine Arts in Animation** **May 2011**
Minor in Storyboarding
Savannah College of Art and Design / Savannah, GA
> Studied Life Drawing, Sculpture,
Storyboarding, and Sequential Art
> Graduated Cum Laude

Professional Experience **Bento Box Studio** **March - July 2015,**
Full Time Key Animator **October - November 2015**

- > Promoted to key animator position for the third season of Hulu show, *The Awesomes*
- > In ToonBoom Harmony, produced key poses and expressions for character puppets for assigned shots to be handed to inbetweeners for animation
- > Reported to Animation Directors for completion of shots and for inquiries and revision notes to improve the quality of animation
- > Worked collaboratively as a team to complete episodes within tight deadlines
- > Provided additional help on other animation projects and pilots

Full Time InBetweener **March - November 2013,**
March - August 2014

- > In ToonBoom Harmony, animated puppet characters for the Hulu show, *The Awesomes*, with given key poses
- > Reported to Animation Directors for completion of shots and for inquiries and revision notes to improve the quality of animation
- > Worked collaboratively as a team to complete episodes within tight deadlines
- > Animated characters for the FX show, *Chosen*, in Adobe Flash



Professional Experience

Cengage Learning *Freelance 2D Animator*

August - November 2014
July - October 2015,

- > Created character animation and motion graphics in After Effects for clientele projects for Psychology and Sociology shorts for college courses
- > Communicated with directors via email and skype for updates on assignments and notes to improve quality for the client's needs
- > Provided quality assurance for animation and audio for final renders before delivery to clients

Floyd County Productions *On-Site Freelance Illustrator*

Dec. 2013 - March 2014

- > For FX show, *Archer*, drew arm and hand sequences based on photo reference in Adobe Illustrator, to be used for the actions of the animators' shots
- > Communicated with senior illustrators for notes to improve illustrations to meet the show's standards of quality

Timbuktoons *On-Site Full Time 2D Animator*

March 2012 - February 2013

- > Animated characters and backgrounds in Flash, After Effects, and ToonBoom Harmony, both as hand-drawn and puppet animation
- > Illustrated pre-production art, ranging from storyboards, character designs, and backgrounds
- > Created puppet assets and constructed functional puppet rigs in Flash and Toonboom Harmony

Freelance Flash Animator

- > Animated character and background assets provided through the studio's cloud server
- > Provided revisions to animation through email correspondence

Awards and Recognition

"Mellow Brick Road" Video Contest *First Place*

June 2011

- > Created an inventive animated music video to remix artist Pogo's "Mellow Brick Road" in two weeks
- > Featured on Artist's Youtube and Vimeo channel as the official video for the music track

Savannah College of Art and Design *Combined Honors Scholarship*

August 2007

- > Awarded for Excellence in Academics and Portfolio