

GRETA HAND – 2D ANIMATOR

PORTFOLIO: <https://gretahand.com/demoreel>

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EDUCATION:

Savannah College of Art and Design: BFA in Animation, Minor in Storyboarding, Summa Cum Laude 4.0

PROFESSIONAL EXPERIENCE:

2D Animator, 2019-Present: Highlights

Rough Cel Animator: Wondermation Productions, Unannounced Project 2023-PRESENT

- Create and thumbnail 2D character animation with lip sync for Wondermation Production's most recent project in Toon Boom Harmony.
- Work directly with project Director and Animation Director to create and review rough animation for approval.
- Adjust and improve animation based on feedback to achieve final, approved animation.

Hybrid Puppet Animator: Hillside Productions Inc., Disney's Saturdays 06/2022-11/2022

- Followed storyboards and Director's shot notes to create rough through final animation through a hybrid of rigged and traditional animation in Toon Boom Harmony.
- Revised, modified, and edited animation based on Director's notes and feedback.
- Created fully draw frames of assets to enhance flow and animation quality.

Lead 2D Animator & Story Artist: Ingenuity Studios LLC., Dollface S2E9 08/2021-10/2021

- Responsible for creating and pitching storyboards to studio Director along with communicating and organizing animation production for the project.
- Lead a team of 3 animators to fully animate all storyboards, relaying feedback from the Director and Animation Supervisor to all team members.
- Provided feedback and draw-overs to team members to enhance animation, as well as created rough, tight, and clean up animation for over half the project.

Lead Key Animator & Sprite Animator: DVNC Tech LLC, Monochrome RPG 03/2019-10/2021

- Lead a team of 10 animators to create rough, tight, and clean up idle and battle animation sprites for the game Monochrome RPG.
- Responsible for making sure all team members hit deadlines and met quality standards.
- Created rough through clean up animations for the games lead characters and keyed secondary characters for my team to in-between and clean up.
- Promoted from Sprite Animator to Lead Key Animator in January of 2021.

PROGRAMS: Toon Boom Harmony, TV Paint, Storyboard Pro, Aseprite, Adobe Photoshop, Adobe After Effects, Blender, ShotGrid

ADDITIONAL EXPERIENCE:

UI Animator, BLKWD Limited	12/22-01/23
Traditional 2D Animator, Ingenuity Studios	12/2022
Traditional 2D Animator, Ingenuity Studios	08-10/22
2D Animator, BLKWD Limited	05-06/21
Traditional Animator, Tonic DNA	02-03/21
Traditional Animator, CBA Studios	01-03/21
Traditional 2D Animator, Ingenuity Studios	11-12/20