

GRETA HAND – 2D ANIMATOR

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Professional Experience Highlights: 2019 – Present

FREELANCE CLEAN UP ANIMATOR | JELLYBOX STUDIOS | APRIL 2024 – AUGUST 2024

- Clean up and color rough animation, including characters and props, for assigned animated sequences in Toonboom Harmony for the project Enceladus V.
- Make sure all drawings adhere to the models sheet and are put on model.
- Include highlights and shadows indicated in final clean-up animation.
- Adjust and improve animation based on feedback to achieve final, approved animation.

ROUGH CEL ANIMATOR | WONDERMATION PRODUCTIONS | OCTOBER 2023 – MAY 2024

- Thumbnail, key, in-between, and chart rough 2D character animation with lip sync, averaging 10 seconds of animation a week.
- Work directly with the 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.
- Bring approved rough animation to the tie-down stage, making sure everything is on model and ready to be handed to the clean animation department.
- Create timing charts based off of the fully in-betweened tight animation for the use of Clean-Up Animators.

STORY ARTIST & 2D ANIMATOR | INGENUITY STUDIOS LLC | AUGUST 2022 – OCTOBER 2022

- Created storyboards and animatics for a series of traditional animations based on provided animation scripts for the documentary PERIODICAL.
- Met with clients to discuss and accrue feedback on storyboards and animation.
- Efficiently implemented design and story changes from project Director in a timely manner.
- Conceptualized and created character and prop designs for a series of 3 traditional animations in a variety of artistic styles.
- Created and executed under 2 minutes of traditional animation- from storyboards to rough animation, all the way through clean up animation over the collective course of 8 weeks.
- Provided both character animation and effects animation.
- Created under 3 minutes of After Effects character animation over the course of 3 weeks.

TOON BOOM HYBRID PUPPET ANIMATOR | HILLSIDE PRODUCTIONS INC. | JUNE 2022 – NOVEMBER 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 for Disney's Saturdays.
- Revised and modified animation based on Director's notes and feedback in a timely manner.
- Created cleaned-up frames of rig assets and poses to enhance flow and animation quality.
- Delivered all animation and animation revisions in a timely and consistent manner, meeting all

deadlines on schedule.

LEAD 2D ANIMATOR & STORY ARTIST | INGENUITY STUDIOS LLC | AUGUST 2021 – OCTOBER 2021

- Responsible for creating and pitching storyboards to studio Director along with communicating and organizing animation production for the animated segment in Hulu's Dollface Season 2 Episode 9.
- 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.
- Created rough key, in-between, tight, clean up, and color animation for over half the project.
- Applied all feedback and revisions given by Project and Studio Directors to rough and clean up animation.
- Ensured all animation was delivered on time and delivered exactly on the agreed upon schedule.

TRADITIONAL ANIMATOR | TONIC DNA | FEBRUARY 2021 – MARCH 2021

- Communicated and took direction from the Supervising Animator, as well as fellow Traditional Animators, via GChat and GMeet to create rough, tight, and some clean-up animation for Season 2 of Apple+ series Central Park over the course of 8 weeks using Toonboom Harmony.
- Revised and edited rough animation and tight animation based on feedback from the Supervising Animator.
- Brought rough animation through the tie-down stage, created timing charts, organized layer names to adhere to established naming conventions to be handed over to the clean animation department.
- Delivered quality animation consistently on time throughout the two months

LEAD KEY ANIMATOR AND SPRITE ANIMATOR | DVNC TECH LLC | MARCH 2019 – OCTOBER 2021

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

Education

BACHELOR OF FINE ARTS IN ANIMATION WITH A MINOR IN STORYBOARDING | SUMMA CUM LAUDE 4.0 | SAVANNAH COLLEGE OF ART AND DESIGN | SAVANNAH, GEORGIA USA

Programs

Toonboom Harmony, TV Paint, Clip Studio, Adobe Photoshop, Adobe After Effects, Storyboard Pro, Blender Grease Pencil, ShotGrid