
Storyboard Artist Resume

Job Objective

Seeking work in a well established company where I can advance my skills and career as a Storyboard Artist.

Highlights of Qualifications:

- Excellent experience in designing animated feature for feature films and storyboard
 - Sound knowledge of designing software and hardware
 - Profound knowledge of animation and movement
 - Ability to develop storyboard and convey message effectively
 - Ability to design and maintain compliance to production schedule
 - Skilled in developing storyboard as per internal procedures
 - Proficient with digital storyboard software and Wacom Cintiq drawing tablet
 - Strong drawing and posing skills
 - Familiarity with principles of animation; emotion, acting, movement
-

Professional Experience:

Storyboard Artist
Zombie Studios, Jefferson City, MO
August 2012 – Present

Responsibilities:

- Coordinated with creative supervisors and ensured compliance to storyboards objectives.
 - Developed storyboards and implemented strategies to achieve objectives.
 - Supervised efficient working of production staff members and communicated progress.
 - Monitored storyboard and ensured quality in every process.
 - Participated in appropriate meetings and pitches with clients.
 - Evaluated animation processes and translated it through storyboard.
-

Storyboard Artist
Blizzard Entertainment, Jefferson City, MO
May 2009 – July 2012

Responsibilities:

- Designed storyboard and followed every direction of game designer.
 - Provided technical support to design storyboard and associated scenes.
 - Monitored camera angle, poses and timing to maintain consistency of storyboard.
 - Prepared thumbnails sketches to ensure quality of storyboard panels.
 - Coordinated with director and defined appropriate camera action.
 - Analysed creative and client ideas and prepared required storyboard.
-

Education:

Bachelor's Degree in Fine Art
Chicago State University, Chicago, IL

[Build your Resume Now](#)