

CHARLOTTE DAVIS ANIMATION

I'm a multi-skilled animator with a drive to go above and beyond expectations. I'm always looking for a challenge to improve my skills. I'm capable of a wide variety of work in both traditional and digital mediums. Quality and efficiency is core to my work ethic - I'll consistently work hard to ensure deadlines are met to the highest standard.

CONTACT

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charlottedavisanimation.com
07715558172

AVAILABILITY

Available for immediate start.
Based in Lewisham, I'm able to work in most of the Greater London area. Open to remote positions.

SOFTWARE EXPERIENCE

TV Paint
ToonBoom Harmony
Photoshop
Animate
After Effects
Premiere
Illustrator
InDesign
Autodesk Maya
Microsoft Suite

SKILLSET

CHARACTER / ENVIRONMENT

Concept
Design
Layout
Painting
Animation

ANIMATION

Traditional Hand Drawn
Motion Graphics
Cutout
Lip Sync
2D Compositing
Storyboarding

ILLUSTRATION / GRAPHICS

Print Media
Digital Artwork
Traditional Drawing / Painting

EDUCATION

2014-2018
The University of Hertfordshire
BA(Hons)2D Animation (1st)

WORK EXPERIENCE

ASSISTANT ANIMATOR

Passion Pictures November 2023 - March 2024

Cleaning up drafted animation and inbetweening where necessary as well as keeping characters on model through scenes. This role also included colouring cleaned animation and rendering shadows.

ANIMATOR (CUT OUT)

Mackinnon & Saunders August 2023 - November 2023

Working from animatics to create playful and engaging performances for pre-school episodic series using rigged characters and assets in Toon Boom Harmony.

LAYOUT ARTIST, ANIMATOR & ASSISTANT ANIMATOR

Lupus Films February 2023 - Present

Mog's Christmas

LAYOUT - Working with the director from storyboards and thumbnails to plan and compose shots, design backgrounds and map out camera moves.

ANIMATION - Working from an animatic to draft hand drawn animation with careful consideration of acting and character interaction, as well as cleaning up final animation.

ASSISTANT ANIMATOR

Blink Industries August 2022 - January 2023

Peter And The Wolf

Cleaning up drafted animation and inbetweening where necessary as well as keeping characters on model through scenes. This role also included colouring cleaned animation and rendering shadows.

ASSISTANT ANIMATOR

Lupus Films October 2021 - August 2022

Kensuke's Kingdom

Cleaning up drafted animation and inbetweening where necessary, following charts provided by animators, and ensuring characters and assets remained on model throughout given scenes and production as a whole.

BACKGROUND ARTIST

Blue Zoo Animation Studio March 2021 - September 2021

Millie And Lou - Youtube

Creating background art in Photoshop for multiple episodic productions, as well as painted assets for the rigging team. I am also responsible for colour key work in various episodes.

SENIOR SCENE BUILD ARTIST

Blue Zoo Animation Studio March 2018 - March 2021

It's Pony! - Nickelodeon

Lead role within the Scene Build team, promoted in 2020. Technical role working in a small team to prepare scenes and episodes for animation in Toon Boom Harmony, paying close attention to animatic and director reference. The role required close liaison with the entire pipeline to help solve technical and creative problems. Seniority included training new starters on the Scene Build team as well as developing ways to streamline through file set ups and asset tracking.