Daniel Poulter: 2D Rigger and Animator

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Website/Portfolio:
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Profile:

A very organised and dedicated 2D animator. Working in Bristol, and always up for a new challenge and looking to create new fun and exciting content.

Skills:

- Toon Boom Harmony rigging and animating.
- Moho Pro rigging and animating.
- Adobe Animate, After Effects, Photoshop, Premiere Pro, Illustrator.
- Flow Production Tracking (ShotGrid).
- TV Paint.
- Microsoft Office: Word, PowerPoint, Excel.
- Davinci Resolve.
- Canva.
- Meta Business Suite and Instagram Reels.
- Strong team player.
- Very strong time management skills: always complete on time, including 48-hour films.
- Great interest in social media content and learning about online marketing.

Education:

- BA(Hons) Animation (*September 2016 - July 2019*)
  University of the West of England, Bristol.
- Toon Boom Harmony Rigging Course, Adam's Animation Academy (*4th to 14th May 2021*).
- Social Media Training Course (4 Weeks), Create Studios (*October to November 2023*).
- Moho Rigging Course, Adam's Animation Academy (*October to November 2025*).

References:

- Available on request.

Experience:

Blue Zoo Junior 2D Rigger ***(October 2024 – October 2025)***

- Rigged for a 2D pre-school series in Toon Boom Harmony, including bone, curved and envelope deformers.
- Created new rigs and redresses for a variety of characters (including humans, animals) and designed and rigged props.
- Troubleshot, tested and optimized rigs to find and solve issues, to make rigs animator-friendly and production-ready.
- Built Master Controllers to streamline the animation process.
- Designed turnarounds for characters in Adobe Photoshop, ensuring visuals were consistent and suited for rigging.

Create Studios 2D Animator ***(June 2024 – October 2024)***

- Pitched, developed and animated a hybrid live action animated short film featuring 2D street art coming to life.
- Animated in Toon Boom and comped in After Effects.

Create Studios Studio Intern ***(April 2024 – May 2024)***

- Internship to create pitches, short films, music videos, and marketing with live-action shoots and animation.
- Animated VFX for a music video, filmed live-action footage and edited short promotional video.

Children Show Pilot 2D Animator/Rigger
(September 2023 – March 2024)

- Animated in Toon Boom and edited a short, animated pilot for a children show idea for a Bristol-based director/actor.

Stop Mo Studios Online Content ***(April – August 2023)***

- Created motion graphics, animated social media video content and concept art for a film fundraiser about health.

Stop Mo Studios 2D Animator ***(October 2020 – January 2021, May 2021 – August 2021, June 2022 – January 2023)***

- Completed Toon Boom animation for multiple short films.

48-Hour Film Challenges ***(February 2021 – April 2025)***

- Animated and edited multiple 48-hour films, including DV Mission, Cardiff Quickdraw and Sci-Fi London.

Volunteering:

Instagram Content Creator ***(September 2023 – Present)***

- Creating motion graphics, Reels and posts for LEGO fan page Instagram 'Tips&Bricks' with 120k+ followers.

Volunteer for Multiple Animation and Film Festivals

- Helped with talks/screenings and greeted guests at Cardiff Animation, Manchester Animation and Encounters Film Festivals