Daniel Poulter: 2D Animator & Rigger

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Website/Portfolio:

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Profile:

A very organised and dedicated recent graduate 2D animator. Originally from Thame and now working in Bristol; always up for a new challenge and looking to create new and exciting content

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

Skills:

- Adobe Animate, After Effects, Photoshop, Premiere Pro, Illustrator
- Toon Boom Harmony rigging and animating
- TV Paint
- Microsoft Office: Word, PowerPoint, Excel
- Google Docs, Slides, Sheets, Drive
- Davinci Resolve
- Strong team player, after working with multiple different teams
- Strong time management skills: always complete on time, including 48-hour films

Hobbies and Interests:

- Strong interest in video games and films; I can't resist watching the latest films
- Love for LEGO collecting and building in my free time
- Always drawing new characters and worlds

References:

- Available on Request

Experience:

2D Animator/Editor (September 2023 - Present)

- Animated in Toon Boom and edited a short, animated pilot for a children show idea for a Bristol-based creative

Animation Workshop Assistant (Oct 2022 - Present)

 Worked as an assistant for multiple 'Animate with your smartphones' workshops with different age groups

Film Fundraiser Social Media (April - August 2023)

- Created animation, social media video content and concept art for a film fund-raiser for Stop Mo Studios

2D Animator/Editor (June 2022 - January 2023)

- Animated in Toon Boom and edited five short films about the stories of stroke survivors and a story about Parkinson's

48-Hour Film Challenges (Feb 2021 - Sept 2023)

- Animated and edited multiple 48-hour films since 2021, including DV Mission, Cardiff Quickdraw and Sci-Fi London
- Won Best Editing award for our DV Mission 2022 film

<u>Illustration Commissions (July 2017 - Present)</u>

- Create digital art illustrations for clients and individuals

Social Media Management (March 2019 - Present)

- Manage Twitter, Instagram and Facebook pages

2D Animator for Stop Mo Studios (Oct 2020 - Jan 2021/May 2021 - Aug 2021)

- Completed Toon Boom animation for multiple short films

Volunteering:

LEGO Fan Page Social Media (Sept 2023 - Present)

 Creating graphic design posts and analysis content for 115k+ following on Instagram

Encounters Film Festival Volunteer (September 2023)

- Greeted guests to screenings, worked on box office

Cardiff Animation Festival Volunteer (April 2022)

- Helped with multiple screenings and greeted guests

Social Media Animation Volunteer (Feb - March 2022)

- Animated for a student-focused mental health charity page

<u>UWE Animation Society Events and Fundraising</u> <u>Manager (Feb 2018 – July 2019)</u>

- Organised multiple events for students on the course