Patrick Sholar

2D Animator

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patricksholar.com

704-677-4281

Education

Savannah College of Art and Design (September 2018 - May 2022)

    B.F.A. Animation, Concentration in 2D Animation

    Dean's list 2018-2022

Experience

2D Animator │SpindleHorse   (Sept 2022-Present)

- Responsible for taking boards to rough animation while enhancing the character performances and keeping the characters on model.

2D Animation Lead, Story Artist, Compositer │"Beacon"   (June 2021 - May 2022)

- Responsible for Storyboarding a large portion of short film as well as coordinating and communicating with entire the entire Story Team
- Responsible for animating and cleaning up many shots of the film, as well as critiquing, and plussing other's shots during weekly meetings
- Composited many shots for final film using After Effects

2D Animator, Story Artist │ Mileshko   (June 2022 - Sept 2022)

- Responsible for Planning, Storyboardin, Animating, and Cleaning up, Logo opener animations
- Coordinated and planned with a team of three for weekly meetings.
- Also Responsible for making 8 Animatics of instructional cooking videos

2D Animator, Character Concept Artist │"The Pope's Dog"   (Nov 2020 - March 2021)

- Responsible for taking boards to rough Toon Boom animation while enhancing the character performances and keeping the characters on model.
- Contributed to early stage planning in Character Design Concepts

Freelance Artist   2017 - Present

- Animated, Illustrated, and Designed for various projects and specified Client Work
- Kept close contact with Clients and made sure to Change and Update the Product to their specifications throughout the project.

Software

- Toon Boom Harmony
- Storyboard Pro
- Photoshop
- Illustrator
- After Effects
- Maya

Skills

- 2D Traditional Animation
- 2D Puppet Animation
- Storyboarding
- Character Designer
- Graphic Design