

SOPHIA AUSTIN

2D Animation • Storyboards • Character Design

TawnySoup@gmail.com

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SKILLS

- Toon Boom Storyboard Pro
- TVPaint Animation
- Paint Tool Sai (1 & 2)
- Toon Boom Harmony
- Adobe Animate, Photoshop, Premiere
- Driven to completion.
- Creative problem-solver.
- Acts on feedback/critique.
- Self-motivated and constantly working to improve skills.

EDUCATION

1st Class Honours Degree: Animation BA (Hons), Duncan of Jordanstone College of Art and Design,

[2016 – 2020]

I studied for 4 years at DJCAD to improve both my skills in animation and my understanding of industry working, as well as to build up my portfolio. My specialisms at university were 2D character animation and storyboarding, and I lended my skills to various projects throughout the course. As well as improving my specialisms, I provided additional work to my classmates in the form of production management, character design work, video tutorials, critique and workshops.

EXPERIENCE

Sellout Pictures, Edinburgh – Mentorship

[March 2020 – May 2020]

As part of a mentorship program held by DJCAD in my final year, I gained experience remotely by communicating regularly with Vicki Haworth over email. This mentorship allowed me to get critique at multiple stages in the animation pipeline, improving my work greatly.

Freelance Artist/Animator, Various Clients

[2016 – Present]

As part of my online presence I offer smaller-scale commissioned artwork for various clients. Most popular of the products I offer are animated icon/avatar commissions. Working for multiple one-time clients throughout these past years has taught me the importance of good communication, keeping clients up-to-date with WIPs, laying out fair terms and conditions, and keeping to short deadlines.

PROJECTS

Fox Fires – Short Film

[August 2018 – May 2019]

The short student film, Fox Fires, directed by Keilidh Bradley, currently sits at 3+ million views on youtube and is one of the university's most successful short films in recent years. The work I did for the film includes 2 background character designs, as well as 4 fully animated shots, specifically the short montage of celestial animals leaping into the sky before the climax.

The Walk – Short Film

[January 2020 – May 2020]

The Walk is a short student film directed by Jade Crooks and Millie Mara Mackie. I storyboarded the ending scene of the animatic, provided character animation, and throughout production I acted as a knowledge base on canine movement for the rest of the team. As well as providing my own work, I also critiqued and redlined team members' animations and created additional tutorials and resources for them. Most of the work I did for this project was done remotely during the coronavirus lockdown and, despite the unexpected pandemic, the film was still completed by its deadline.

Timezone – Webcomic

[2016 – Present]

Timezone is my personal passion project webcomic which I have been writing and drawing in full since 2016. I designed everything in the comic from the characters to the story/script to the artwork, and though the project is quite ambitious I am determined to work on it until completion. The webcomic updates twice a week, every Tuesday and Saturday, and I upkeep a buffer of roughly 10 pages always so that it stays on schedule.