

SOPHIA AUSTIN

2D Animation • Storyboards • Character Design

TawnySoup@gmail.com

TawnySoup.com

SKILLS

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

EXPERIENCE

WildChild, Stirling – Junior 2D Animator

[July 2020 – Present]

I have worked as a freelance animator on an undisclosed show by animation company WildChild for roughly two years. This work was entirely remote and I produced 2D rigged character animation for a multitude of shots stretching multiple seasons. This experience taught me the essentials of the industry pipeline and how to use Toon Boom Harmony in a professional setting.

Project Oki, Remote - 2D Character Animator

[March 2022 – Present]

I have worked as a freelance animator for Nin Nakajima on their Indie 2D platformer game 'Project Oki' (working title), creating various animations for the playable character to be used in-game. Hand-drawn roughs and clean-up for various actions were done by myself using Toon Boom Harmony.

Freelance Artist/Animator, Remote - 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 the 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.

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 the industry pipeline, 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.

Sellout Pictures, Edinburgh – Remote 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.

PROJECTS

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 every week, on Tuesday, and I always upkeep a buffer of roughly 10 pages so that it stays on schedule.

Affected – Collaborative Webcomic

[2020 – Present]

Affected is a horror/drama/romance webcomic collaborated on by myself and Bethan Jones. While currently the majority of the artwork is produced by Bethan, I provide much of the writing and scripts, and I also contribute thumbnail passes, quality control checks, character designs and more. It exercises our capacity for teamwork regularly, and we plan to continue this comic into the far future.

Fox Fires – Short Film

[August 2018 – May 2019]

The short student film, Fox Fires, directed by Keilidh Bradley, currently sits at 5+ 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 various celestial animals leaping into the sky.

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.