

MACKENZIE BIGLEY

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A 2D animator and rigging artist with a passion for creating motion and teaching others. Looking to grow into a lead role at a challenging, team-oriented studio.

EXPERIENCE

Freelance Animator

Pocket.watch, Remote

(March 2022- Present)

- Currently working on animations for Pocket.watch as assigned. Typically 40 hours per week unless between assignments.
- Animates primarily in Toonboom Harmony using rigged and cutout puppets. Additionally working in Animate, After Effects, and Character Animator.

Adjunct Animation Faculty

Columbus College of Art & Design, Columbus, OH

(January 2022- April 2022)

- Currently teaching at the collegiate level, writing syllabi, grading assignments, lecturing, and supporting my students.

Saturday Morning Art Class Instructor

Columbus College of Art & Design: Continuing Studies, Columbus, OH

(January 2022- April 2022)

- Teaching grades 3-4 collaboration for artists. Writing and planning syllabus and lessons, creating sample works, and guiding young students to find their own artistic voice.

Co-Director, special focus on Project Management and Art Direction

Undisclosed Project, Columbus, OH

(August 2021- Present)

- Co-Directing for an animated independent short film.
- Special focus on scheduling, scope, hiring, planning, and team management. Working for a non-animation based professional. Responsible for translation of ideas to the artistic team. Additionally overseeing the art direction and creation process.
- Assists in story direction and script writing.

Animator

Hazard Productions, Los Angeles, CA

(November 2021- January 2022)

- Animated 45 pieces of artwork from Adobe Fresco and Photoshop files in After Effects. Animations will be played during a live stage play in January of 2022.
- Actively communicated and revised animations as requested. Successfully delivered for a tight deadline.

Studio Manager & Teaching Artist

Picassos Art Studio, Columbus, OH

(July 2021- January 2022)

- Teaches kids and adults creative process and guides them in arts and crafts. Additionally responsible for supervision of classes up to 16 students, keeping a clean studio space, inventory, and developing curriculum.
- Responsible for social media posts and marketing, scheduling of classes and artists, customer correspondence, budgeting and more

Animation Tutor

Self Employed

(May 2019—March 2022)

- Teaches AE interface, Toon Boom Harmony interface, and animation principles, as well as plugins (DUIK and Rubberhose) and processes for 2D rigging.

SKILLS

ToonBoom (Harmony, Storyboard Pro) Adobe CC (Ae, Ps, An, Ai, Id, Au, Pr, Acrobat DC) Microsoft Office (Word, Excel, Powerpoint, Outlook) Slack Asana	2D Animation 2D Rigging Time Management Organization Communication Tutoring Budgeting Customer Service Problem Solving Adaptable in Style and Procedure
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EDUCATION

Columbus College of Art & Design

BFA Animation, Minor: Business (Fall 2018—Dec. 2020)
Summa Cum Laude, GPA: 3.91

AWARDS & MEMBERSHIP

2021 Ohio Shorts Film Festival, 2021 CHROMA 2019 GCCC Creative Video, Animation, and Motion Graphic Design Festival, 2019 CHROMA 2020 CHROMA , 2019 CHROMA	(Selection, <i>Sona VS</i>) (Winner, <i>Peeping Peepers</i>) (Selection, <i>For The Passenger Pigeon, Peeping Peepers</i>)
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