

Richard Roberts | 2D Animator & Storyboard Artist

richrobanimation@gmail.com | richrobanimation.com

EXPERIENCE

Newscape Studios | 2023, Present

2D Animator, Compositor

- Consistently animate character-driven sequences for episodes under tight, weekly release deadlines.
- Animate shorts and advertising content within deadlines of a few days.
- Collaborate closely with multiple animation teams.

Groundwork Animation | 2024 - 2025

2D Animator, Storyboard Artist, Concept Artist, Series Developer

- Developed two original animated social media mini-series, contributing story, design, boards and animation to define each show's visual style and tone.
- Sole storyboarder and animator for a majority of episodes.

sWooZie | 2020 - 2024

2D Animator, Storyboard Artist, Rig Builder

- Built 2D rigs, boarded, and animated on a variety of relatable and comedic shorts for the popular YouTube channel, sWoozie.
- Adapted quickly to pipelines consisting of group and individual work.
- Worked directly with creator sWooZie throughout the animation process to keep projects in line with visions.

Ross Bollinger Animation | 2021

Storyboard Artist

- Created comedic, slapstick-filled, and expressive storyboards for the renown internet series *Pencilmation*.
- Utilized character knowledge to show a diverse range of emotions for dramatic and comedic scenes.

Narbonic Teams | 2019 - 2022

Storyboard Artist

- Created storyboards for a wide variety of genres. Including comedy, action, sci-fi, romance, and more. Adapting tone and pacing for each.
- Quickly adapted to a variety of different programs to deliver boards. Including Storyboard Pro, Clip Studio Paint, and Procreate.
- Trusted to individually interpret full half-hour scripts.

EDUCATION

Southern Adventist University

B.S. Character Animation

2014 - 2018

Collegedale, TN

SKILLS & TOOLS

- **Skills:** Hand-drawn animation, 2D rigged animation, 2D rig building, storyboarding, concept art, game development, 3D modeling
- **Software:** Toon Boom Harmony, Storyboard Pro, TV Paint, Blender, Procreate, Photoshop, Clip Studio Paint, Da Vinci Resolve, Unity