

Karen Drastal

Animator • Designer • Producer

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Enthusiastic and creative animator, designer, and producer seeking opportunity to bring my 10 years of experience to an exciting and fast paced team. Looking to utilize skills in 2D animation, production, development, and multimedia design using proven skills in leadership, organization and teamwork.

SKILLS

- Digital Animation
- Motion Graphics
- Vector Illustration
- Video Production
- Animation Production
- 2D Animation
- Compositing
- Sound Design
- Graphic Design
- Multimedia Design
- Development
- Character Rigging
- Image Processing
- Life Drawing
- Computer Graphics
- Layout
- Editing
- Design
- Basic html

PROGRAMS

- Adobe Animate
- Photoshop
- Illustrator
- After Effects
- Toon Boom Harmony
- Storyboard Pro
- Premiere
- InDesign
- Filemaker Pro

EXPERIENCE

Warner Bros Animation, Burbank, CA - Layout Artist

January 2018 - February 2019

Layout artist for the show "Yabba Dabba Dinosaurs."

- Created layouts, edited animatics, and rigged art assets to create animation ready scenes in Adobe Animate.
- Coordinated across multiple departments along the production pipeline and managed the artwork database to ensure scenes were correct to the director's vision, clear, up to date, easily managed, and delivered on time from the design department to animation.

Software used: Adobe Animate, Shotgun, Flv Crunch, Adobe Media Encoder, Quicktime, & Google Docs.

Ruben DeLuna Creative LLC, Burbank, CA - Animator

January 2018 - February 2018

Animator for three, thirty second website animations for the Gavin Newsom campaign for governor of California.

- Created animations, characters, and props to create endearing and creative scenes to be used in videos distributed in the social media space.
- Maintained good client communication, and maintained the schedule and deliverables to send a clear message to voters about Gavin Newsom's views on housing, child poverty, and other values.

Software used: Adobe Animate, Quicktime, & Dropbox.

USC, Children's Hospital LA, Los Angeles, CA - Producer

May 2017 - January 2018

Produced six vignettes for a USC lead project for Children's Hospital LA.

- Hired and managed voice actors, design, VO talent, artists and animators.

- Created and coordinated production pipeline, correspondence schedules, budgets, and deliverables to make sure internal & external deadlines and deliveries were met.
- Directed animation, addressed animation retakes, edited sound and added effects, composited shots, did all post production and oversaw the execution of all client deliveries.
- Project was completed on budget and on time and is currently in use at Children's Hospital LA.

Software used: Adobe Animate, After Effects, Illustrator, Photoshop, Trello, Dropbox, Quicktime, & Adobe Media Encoder.

Lucky Kat World, Glendale, CA - Production Artist

January 2016 - January 2018

Production Artist for children's edutainment website LuckyKatWorld.com

- Created and optimized animation and artwork for use on the website, mobile apps and marketing.
- Created print ready marketing materials such as brochures, one sheets and banners for use on Corporate events, trade shows, client meetings, and distribution.
- Was instrumental in aiding the company to complete a major site redesign and implementation of new website features and updated mobile apps.

Software used: Adobe Animate, Photoshop, Illustrator, After Effects, Quicktime, Dropbox, & Google Docs.

Appy Entertainment, Carlsbad, CA - Animator

May 2013 - Oct 2013

Animator for the mobile games "Where's My Perry" and "PufflesSafari"

- Created art assets, rigged characters, animated and exported sprite sheets.
- Collaborated with art and programming team to streamline production pipelines and develop new workflow processes.

Software used; Adobe Animate, Spine, Illustrator, and Photoshop.

Google, San Francisco, CA - Designer

June 2008 - July 2011

Character animator & designer for the social games "SuperPoke Pets" & "SuperPoke".

- Responsible for concept through completion of illustrations and animations adhering to hard deadlines and fast turnaround time.
- Collaborated with art and production team to developed art style, new features and asset management.

Software used: Adobe Animate, Illustrator, and Photoshop.

EDUCATION & TRAINING

WIA Development Mentor Circle, Los Angeles, CA

- Mentorship focusing on development and pitching of animated TV shows.

Art Institute of CA, San Diego, CA - Bachelor of Science (B.S.) in Media Arts and Animation.

Palomar College, San Marcos, CA - Associate Degree (A.A.) in Graphic Design.

ORGANIZATIONS

- Women In Animation (WIA)
- ASIFA Hollywood
- The Animation Guild (T.A.G.)