

Karen Drastal

Animator • Producer • Artist

Los Angeles Metropolitan Area

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A diverse background in 2D animation, production, development, and design for TV, web, and social games. A great team player, highly organized with excellent project management skills. Tech-savvy and flexible, comfortable working in a Mac or PC environment. Able to multitask and stay calm and confident in a fast-paced, deadline-driven setting. Well equipped with excellent communication skills and the ability to prioritize conflicting tasks to ensure a production runs smoothly and efficiently. I am focused, goal-driven, proactive, positive, upbeat, and enthusiastic, looking to collaborate with a fun and fast-paced team.

SKILLS

- | | | | |
|---------------------------|------------------|---------------------|--------------|
| • Digital Animation | • 2D Animation | • Development | • Layout |
| • Motion Graphics | • Compositing | • Character Rigging | • Editing |
| • Vector Illustration | • Sound Design | • Art Optimization | • Design |
| • Production Coordination | • Graphic Design | • Life Drawing | • Basic html |
| • Animation Production | • Concept Design | • Localization | |

PROGRAMS

- | | | | | |
|-----------------------|-------------|---------------|-----------------|------------------------|
| • Adobe Animate | • Photoshop | • Illustrator | • After Effects | • Toon Boom Harmony |
| • Storyboard Pro | • Premiere | • Maya | • Shotgun | • Adobe Creative Suite |
| • Adobe Media Encoder | • Quicktime | • Dropbox | • Trello | • Toggl |

EXPERIENCE

Warner Bros Animation, Burbank, CA - Layout Prep Artist

March 2021 - June 2021

Layout prep artist for the Christmas special “Beebo”

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

Producer and Animator for the music video “Shout Out to Myself” by Tha Native

January 2021 - March 2021

- Producer in charge of building and directing the animation team.
- Managed animation assignments and ensured the production ran smoothly.
- Animated multiple scenes and characters
- Composited all animation scenes, color corrected, and added finishing touches and ensured delivery of final files.

Co-Founder, Producer and Animator at Chubby Beagle Productions

December 2018 - Present

- Co-founder, producer, animator, and writer at an independent animation studio.
- Creating fun, engaging, and entertaining animated content for multiple industries, including animated shows, marketing, Youtube, social games, apps, explainer videos, title sequences, graphics, music videos, localization, development, and more.

Picture Production Company (PPC), Beverly Hills, CA - Motion Designer

January 2020 - March 2020

- Created motion graphics and animation in Adobe After Effects.
- Worked closely with directors, coordinators, and editors to create graphics, animation, and artwork to their specifications.
- Created designs for trailers, menus, websites, credits, and more.

Axis Studios, Hollywood, CA - Localization Artist

October 2019 - December 2019

- Localized marketing campaign ads and animations for multiple regions worldwide in Adobe Animate.
- Created animations, edited images, and HTML to fit specifications unique to each campaign.

Mimmi Bakes - Animator

October 2019 - November 2020

- Developed, designed, and created animations for use on the Youtube channel 'Mimmi Bakes' in Adobe Animate.
- Created the videos from start to finish, creating concepts, storyboards, rigging artwork, animating, adding audio, post-production, and exporting the final files.
- Worked closely with the client to create fun, engaging, and entertaining animations for children's songs while staying within budget.

Warner Bros Animation, Burbank, CA - Layout Prep Artist

January 2018 - February 2019

Layout prep 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 the artwork database to ensure scenes were correct to the director's vision, precise, up to date, easily managed, and delivered on time from the design department to animation.

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 schedule and deliverables to send voters a clear message about Gavin Newsom's views on housing, child poverty, and other values.

USC, Children's Hospital LA, Los Angeles, CA - Producer, Animator & Post Production

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 ensure we met internal & external deadlines and deliveries.
- Directed & created animation, addressed animation retakes, edited sound and added effects, composited shots, did all post-production, and oversaw execution of all client deliveries.
- Project was completed on budget and on time and is currently in use at Children's Hospital LA.

Lucky Kat World, Glendale, CA - Production Artist and Animator

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 significant site redesign and implementation of new website features and updated mobile apps.

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.

Google, San Francisco, CA - Animator and 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 demanding deadlines and fast turnaround time.
- Collaborated with art and production team to develop art style, new features, and asset management.

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.)