

Emily Little

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Storyboard Artist

Member of The Animation Guild IATSE Local 839 and Women in Animation

Experience

Final Space Season 3 - ShadowMachine Studios

March 2020 - August 2020

Storyboard Artist

- Exhibited flexibility and strong work ethic in unusual circumstances. Added positivity to group chats and individual conversations.
- Adapted to the social distancing protocols by working from home, and communicating through conference calls, and sharing work online.
- Expressed creativity in projects, met deadlines, and followed directions.
- Built sequences with both subtle, quiet emotion and over the top bravado.

Central Park - Bento Box Entertainment

March 2019 – August 2019

Storyboard Artist

- Created storyboards for a prime time musical comedy.
- Demonstrated subtle character acting while adhering to model sheets and strict guidelines.
- Organized complex scenes with more than 20 characters.
- Learned new skills on the job from the guidance of multiple directors.

Final Space Season 2 - ShadowMachine Studios

August 2018 – January 2019

Storyboard Artist

- Created storyboards for a sci-fi action comedy show.
- Collaborated with the directors and other story artists on character acting, action sequences and designs.
- Volunteered help to others with their work after completing projects before deadline.

RWBY - Rooster Teeth Animation

June 2018 – August 2018

Freelance Storyboard Artist

- Created storyboards for a fantasy style, action adventure show.
- Adhered to the scripts and character designs. Incorporated notes from director
- Excelled at emotional character acting, and dramatic storytelling.

Workshops

Concept Design Academy: Cinematic Storyboarding

Attended October – December 2019

Taught by Alan Wan

Completed class assignments focusing on cinematic storytelling and choreographed action sequences.

Online Drawing Workshop: Drawing for Animation

Attended December 2018

Taught by Rad Sechrist

Completed class assignments focusing on gesture, form, anatomy and character design for animation.

Online Drawing Workshop: Intensive basic course

Attended June – August 2018

Taught by Steve Ahn

Completed class assignments focusing on gesture, anatomy and character design

Software

Toon Boom Storyboard Pro

Adobe Photoshop

Wacom Tablets and Cintiq

SketchUp Make

Adobe Premier

Adobe Animate/Flash

Procreate

Microsoft Office

Mac OS

Windows

Skills

Storyboarding

Composition

Storytelling

Strong Drawings

Perspective drawing

Character Acting

Experience in a 2d and 3d pipeline

Figure Drawing

Anatomy

Animal Drawing

Illustration

Design

Verbal and Written Communication

Good Time Management

Willingness to learn and grow

Education

San Jose State University

Graduated: May, 2016

BFA Animation/Illustration,

Minor Radio/Film/Television,

Recipient of Cum Laude Award

Recipient of Deans' Scholar Award
spring 2015 and 2016

Member of Shrunkenheadmen club
(animation/illustration club)