

Faun Gauthier

2D Animator and Indie Game Developer

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EXPERIENCE

S4 Lights, Tucker, GA — Contract 2D Animator

September 2023 - November 2023

- > Created animation and visual effects for light shows, including for christmas trees and other light displays
- > Ensured utmost quality by having seamless and loopable animations to display properly on trees and previewing animations on test lights

Bento Box, Atlanta, GA — Full Time 2D Animator

April 2018 - July 2023

- > Worked in Toonboom Harmony. Responsible for animation including character, props, and FX
- > Communicated consistently with the team and directors to ensure animation quality was optimal
- > Utilized creative problem solving to overcome obstacles in production
- > Met deadlines and kept in touch about assignments with production

Pig Apple, Atlanta, GA — Freelance Illustrator

2016

- > Illustrated Character poses for the show, The Get Down, in Adobe Photoshop.

Cengage Group, Atlanta, GA — Freelance Animator

2014 - 2015

- > Worked in After Effects to create character and text motion graphics for educational videos.

EDUCATION

Savannah College of Art and Design, Savannah, GA — Bachelors of Fine Arts in Animation with a Minor in Storyboarding

2007 - 2011

Graduated Cum Laude

SKILLS

2D Character/FX Animation

2D Character Rigging

Compositing

Team Communication

Leadership/Directing

Self Motivation

SOFTWARE KNOWLEDGE

Toonboom Harmony

Toonboom Storyboard Pro

Adobe Animate

After Effects

Photoshop

Illustrator

Microsoft Suite

LANGUAGES

English

PROJECTS

Rhythm Rivals — *RPG Rhythm Game*

- > For 2 years now, directing and animating for own personal project
- > Managing a team of remote workers
- > Provided artistic feedback to enhance the quality of the project
- > Managing budget and calculating future costs of the project

Princess Reaper — *Dark Comedy Webcomic*

- > For 6 years, ran my own online comic through self motivation
- > Produced all writing, art, and online marketing for comic
- > Engaged with online audience