

# Experience —

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# ReDefine

#### Mid Animator | January 2023 - Present

Unannounced Nickelodeon Project

- In progress, creating high-quality keyframe animation that aligns with an established animation style
- Saving Bikini Bottom: The Sandy Cheeks Movie
- Proposed and executed new ideas that aligned with Director's vision
- Collaborated across sites and departments to resolve creative and technical issues
- Produced energetic keyframe character animation based on client storyboards

## MPC Montreal

#### Key Artist - Animation | March 2022 - December 2022 Transformers: Rise of the Beasts

- Worked closely with Animation Supervisors to produce compelling character animation, both with and without the use of motion capture
- Populated anim pose library with facial expressions and phonemes for various characters
- Trained and delegated tasks for a group of 20 junior animators alongside two other Key Artists

#### Artist - Animation | July 2021 - March 2022

#### Sonic the Hedgehog 2

• Produced high-quality keyframe character animation under the supervision of leads and supervisors, in accordance with the Director's vision

Education —

Academy @ The Focus Animation Trainee Course | April 2021 - June 2021

# **University of Colorado Denver**

#### BFA - Digital Animation | May 2021

- 3.92 GPA | 8 semesters on Dean's list
- Graduated Magna Cum Laude

## **Animation Mentor**

Animation Basics | July 2020

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Sabrina Archer is a reliable and versatile character animator with a proven track record of delivering high-quality animations in a professional studio environment. With experience spanning multiple projects and studios, Sabrina has honed her expertise in bringing characters to life in a variety of styles, from ultra-cartoony to hyperrealistic. A collaborative team player with a passion for continuous growth, Sabrina excels in character acting shots while also demonstrating a strong understanding of action and body mechanics.

