



Michaela Groves

Character Design | 2D Animation | Storyboarding



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CONTACT



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SKILLS

- ◆ Character Design
- ◆ Visual Development
- ◆ Storyboarding
- ◆ Traditional 2D Animation
(Rough and Clean-up)

SOFTWARE

- ◆ Toon Boom Harmony
- ◆ Toon Boom Storyboard Pro
- ◆ Clip Studio Paint
- ◆ Adobe Photoshop
- ◆ Adobe Premiere Pro
- ◆ Adobe Audition
- ◆ Procreate

INTERESTS

- ◆ Dungeons and Dragons
- ◆ Art Book and Pin Collecting
- ◆ Cartoons and Horror Films

An enthusiastic and well-rounded artist with a burning passion for animation, character design, visual development, and storyboarding. Attentive to time management and deadlines and works exceptionally well as a team member and individual; creating impactful contributions at the highest quality. Consistently organized and highly motivated to take on delegated tasks and new learning experiences. Persistent in developing to be a better artist through constructive feedback and teamwork with other members in a work environment. Eager to help others and express oneself within artwork and animation to invoke powerful emotions to an audience through storytelling.

EDUCATION

- **Bachelor in Animation (3.8 Cumulative GPA)** Sept 2017 - Apr 2021
Sheridan College, Oakville, ON

EXPERIENCE

- **Project MoonRock (Videogame) - Art Lead and Concept Artist** Aug 2021 - Jul 2022
No Fuss Tutors, Toronto, ON
 - Cultivated relationships with the other artists and game developers to develop the game in question. Thorough brainstorming was transformed into high-quality illustrations and other creations to fulfill the employers needs and later were implemented into the game.
 - Met every studio deadline for each project by leveraging strong task prioritization abilities; all while retaining quality control over the entirety of the games development to ensure it kept a sleek and professional feel throughout.
- **Conv/rgence: A League of Legends Story - Animator Internship** May 2020 - Sept 2020
Double Stallion Games, Montréal, QC
 - Demonstrated great work ethic and execution with various animations for the game in question. Showed great communication and teamwork skills with other members of the studio and met deadlines seamlessly alongside others of the production.

PROJECTS

- **The Blood Butcher (Thesis Film) - All Aspects** Sept 2020 - Apr 2021
Sheridan College, Oakville, ON
 - Diligent work from story and design concepts to a final product through a remote school experience. Met studio level deadlines individually to meet the projects completion. Expressed great leadership through direction to helpers on the final stages of production. Executed exemplary time management skills to get the project done within a certain time restraint of the school year.