

ROBYNE POWELL



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Valencia, CA



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SENIOR CHARACTER ANIMATOR

- Senior Character Animator specializing in Feature Film Animation
 - Extensive professional studio experience (CG Feature Films and 2D Animation)
 - Proficient in Maya and Proprietary software, Unreal Engine 5 Animation
 - 10+ years animation mentor
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WORK HISTORY

ROTU

Character Animator

10/2024-11/2024

*To Be Announced

- Key framing animation using Unreal Engine 5.4, fluidity in Sequencer and Sequencer Curve Editor
- Utilizing Perforce in professional pipeline

DreamWorks Animation SKG Inc.

Senior Character Animator

Glendale, CA 06/2010 - 05/2024

**MegaMind, Madagascar 3: Europe's Most Wanted, Turbo, Mr.Peabody and Sherman, The Boss Baby, How to Train Your Dragon: The Hidden World, Abominable, Trolls World Tour, The Croods: A New Age, Trolls Holiday Special, The Boss Baby: Family Business, Puss In Boots: The Last Wish, Ruby Gillman: Teenage Kraken, Trolls Band Together, Kung Fu Panda 4, The Wild Robot*

- maintaining a high level of quality while consistently beating deadlines
- combined technical and artistic abilities over a variety of animation styles
- proficient in studio proprietary software to create realistic characters with full range of emotions and movement

Blue Sky Studios Inc.

Senior Character Animator

White Plains, NY/Greenwich, CT 03/2005 - 06/2010

**Ice Age: The Meltdown, Dr.Seuss' Horton Hears a Who, Ice Age: Dawn of the Dinosaurs, RIO, Epic (pre-production)*

- combined both technical and artistic skill sets to complete challenging animation assignments while consistently beating deadline requirements
 - proficiency in Autodesk Maya in full production environment
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ADDITIONAL WORK

ANIMATION MENTOR - online animation school

- 10+ years working as a mentor, leading small, focused group classes with live interaction Q/A's and providing weekly feedback, teaching animation fundamentals, body mechanics, and workflows
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SKILLS

- proficiency and extensive experience with various animation styles (cartoony, realistic, comedy, emotionally sensitive, action, human, animal)
 - proficiency in *AutoDesk Maya* and *Dreamworks Proprietary Software, Unreal Engine 5.4 / 5.5*
 - exceptional communication skills
 - critical thinking and creative solutions
 - excellent time management skills, routinely bringing in shots ahead of deadlines while maintaining a high level of quality and attention to detail
 - production work with animation pipeline familiarity
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ACCOMPLISHMENTS

Supervising Animator:

Supervised team of 8-10 animators, responsible for continuity and animation quality over the course of an entire sequence, liasoning between animators and director and developing individual animator's talents and goals throughout production.

Character Lead:

Responsible for contributing to developing the character's style during pre-production, prepping character for full production usage and maintaining continuity with character style over multiple sequences while in production.