

MARK BREDALL

2D CHARACTER & EFFECTS ANIMATOR

Academy of Art University, San Francisco

Spring 2016 - Spring 2023

- MA 2D Animation and Visual Effects - Estimated Spring 2023
- BFA 2D Animation and Visual Effects - May 2020

The Ribbon (2020)

Fall 2016 - Spring 2020

Animator / Production Assistant

- Animated character roughs and clean ups
- Staged the character acting in scenes according to storyboards
- Animated a series of character walk cycles in multiple angles
- Participated in dailies and adjusted shots based on feedback
- Composited the films final render on multiple shots

Fluffmoo

Spring 2018 - Fall 2019

Storyboard Artist

- Drafted storyboards based on scripts and created animatics
- Assisted in story pre-production
- Worked in a webcomic style

Academy of Art Story Club

Fall 2016 - Fall 2017

Pre Production Lead / Story Artist

- Storyboarded and produced animatics
- Presented pitches to faculty
- Wrote and produced "Foodie Cats" episode
- Participated in pre production meetings

Proficient Programs

ToonBoom Harmony

Adobe Animate

Adobe After Effects

Paper Animation

Adobe Photoshop

Storyboard Pro