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# JORDAN TIMMONS

2D ANIMATOR

## SUMMARY

I have worked on multiple projects as a frame by frame 2D Animator. I produce shots with clear and confident linework as I understand clarity is necessary for both feedback and passing my work down the pipeline to Clean Up. I work well both independently and with direction due to having strong communication skills. I am able to receive and apply feedback because I understand critiques are given to increase the quality of action and clarity of the animation.

## WORK EXPERIENCE

### THE DEAD, THE DEAD, AND THE DEADER

2D Animator, Storyboarder, and Story Writer

Fall 2024 to present - 17 weeks

- Currently collaborating with 10 team members to create a 3 minute action comedy short film within a 30 week time frame.
- I have so far completed frame by frame character animation for 2 shots, each with 3 characters.
- My shots so far are action based with characters running and falling over, while my upcoming shots focus more on comedic timing and character interactions.
- Storyboarded for 2 sequences: the introduction and a comedic interaction.

### SQUIGGLES COOKING CLUB

2D Animator, Clean Up Animator, Assistant Producer, and Storyboarder

Spring 2024 - 10 weeks

- Organized and led a team of 20 members to successfully complete the 2 minute short within a 10-week deadline.
- Collaborated with 2 teammates by helping inbetween, color and line the 2D animation of a 20 second long shot including a 2D and 3D character interaction.
- Storyboarded 1/3 of the film.

### BOY WHO CRIED FISH

2D Animator and Clean Up Animator

Winter 2023 - 10 weeks

- Worked as part of a 10 member team to deliver a 1½ minute short within 10 weeks.
- I completed character animation for 2 shots, both focused on one character each.
- Cleaned up three shots.

## EDUCATION

Bachelor in 2D Animation [05/2025]

Savannah College of Art and Design (SCAD)- Savannah, GA

Dean's List

## SKILLS AND SOFTWARES

- Confident frame by frame animation with strong attention to detail
- Strong communication and collaboration skills
- In-depth understanding of the Animation Pipeline
- Ability to apply feedback and refine work
- Toon Boom Harmony, Photoshop, Clip Studio Paint, Illustrator
- Storyboard Pro, SyncSketch, Premiere Pro, Excel

