

# KYLE ROGERS

## Storyboard artist & Animator

kylerogersanimation@gmail.com kylerothersart.com

### TECHNICAL SKILLS:

#### Software:

Flash/Animate, Photoshop

Toon Boom Harmony, CSP, Spine.

#### Skills:

Digital 2D Animation, Puppet Animation, Pixel Animation, Character Design, Creative Research, Storyboarding, Layout Design

### EXPERIENCE:

#### Contract Animator

Liquid Development | April-Present

- Rig and animate in Spine doing characters and VFX.

#### Contract Animator

Filament games | Oct-Dec 2020

- Concepted and designed Character cards for educational game.
- Animated rendered concepts in Unity.

#### Contract Animator

Deep Sky Studios | July-Oct 2020

- Storyboarded scenes with time restrictions and a script
- Rendered characters into puppets with multiple parts
- Animated puppets from storyboards