

SHANE WOODSON ANIMATION

I'm a multi-skilled animator with a drive to go above and beyond expectations. I'm always looking for a challenge to improve my skills. I'm capable of a wide variety of work in both traditional and digital mediums. Quality and efficiency is core to my work ethic - I'll consistently work hard to ensure deadlines are met to the highest standard.

CONTACT

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shanewoodsonanimation.com

AVAILABILITY

I will be available for full time freelance / contractual work from:

JUNE 1 2026

SOFTWARE

- TV Paint
- ToonBoom Harmony
- Photoshop
- Animate
- After Effects
- Premiere
- Illustrator
- InDesign
- Autodesk Maya
- Microsoft Suite

SKILLSET

ARTWORK

- Conceptart
- Design
- Layout
- Painting
- Animation

ANIMATION

- Traditional Hand Drawn
- Motion Graphics
- Cutout
- Lip Sync
- 2D Compositing
- Harmony Rigging

SOFT SKILLS

- Technical and artistic training
- Team management

EDUCATION

2014-2018
The University of Hertfordshire
BA(Hons)2D Animation (1st)

2D ANIMATION TUTOR

Escape Studios September 2024 - Present

Developing and delivering course material on 2D animation for undergraduate students. Regularly giving guided practical tutorials as well as lecture-style lessons. Providing feedback on animation work in dailies, groups, and one-to-one sessions. Working with colleagues and student body to improve education experience. Career guidance and mediating industry networking. Researching current industry practice and trends in animation media.

FREELANCE ASSISTANT ANIMATOR

Bright Eye July 2024 - August 2024

Future Power Station June 2024 - July 2024

Blind Pig May 2024 - June 2024

Passion Pictures

Love, Death and Robots November 2023 - March 2024

Blink Industries

Peter And The Wolf - HBO August 2022 - January 2023

Lupus Films

Kensuke's Kingdom October 2021 - August 2022

Positions on short form productions, cleaning up drafted animation and inbetweening where necessary while also keeping characters on model. Colouring cleaned animation and rendering shadows.

ANIMATOR (CUT OUT)

Mackinnon & Saunders August 2023 - November 2023

Stan Can - BBC

Working from animatics to create playful and engaging performances for pre-school episodic series using rigged characters and assets in Toon Boom Harmony.

LAYOUT ARTIST, ANIMATOR & ASSISTANT ANIMATOR

Lupus Films February 2023 - August 2023

Mog's Christmas - Channel 4

LAYOUT Working with the director from storyboards and thumbnails to plan and compose shots, design backgrounds and map out camera moves.

ANIMATION Working from an animatic to draft hand drawn animation with careful consideration of acting and character interaction, as well as cleaning final animation.

ASSISTANT Cleaning up drafted animation and inbetweening where necessary while also keeping characters on model, and adding textures to characters.

SENIOR SCENE BUILD ARTIST & BACKGROUND ARTIST

Blue Zoo Animation Studio March 2018 - September 2021

It's Pony! - Nickelodeon

Millie And Lou - Youtube

SR SCB Lead role within the Scene Build team, promoted in 2020.

Technical role working in a small team to prepare scenes and episodes for animation in Toon Boom Harmony, paying close attention to animatic and director reference. The role required close liaison with the entire pipeline to help solve technical and creative problems. Seniority included training new starters on the Scene Build team, developing ways to streamline file management and tracking systems

BACKGROUND Creating background art in Photoshop for multiple episodic productions as well as painted assets for the rigging team. Up to 8 background per 2 weeks, some painted from scratch and others re-using previous artwork. I was also responsible for colour key work in various episodes.