

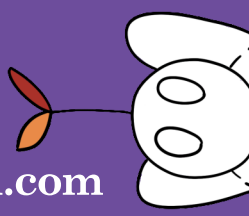
Savannah Lawson

Animator

317 - 504 - 2905

<https://www.savannahlawsonart.com/>

savannah.lawson.art@gmail.com



Education

Bachelor of Fine Arts in Animation

June 2022

Minor In Sequential Arts

Savannah College of Art and Design

Savannah, Georgia

Work Experience

Le Macaron

March 2024 - November 2024

Supervisor

As a supervisor and keyholder it was my job to open the store in the morning, prepare catering orders, as well as delegate daily tasks to ensure the cafe is well maintained and guests are helped in a timely manner.

Disney College Program

August 2022 - January 2023

Cast Member- Cosmic Ray's Starlight Cafe

My role included greeting guests, cleaning and restocking my area, and providing consistent communication with my Coordinators and fellow Cast Members to ensure every guest has a great experience.

Savannah College of Art and Design

February 2020

Career Fair Volunteer

My responsibilities included helping arrange the employer's booth, working as a team to greet and direct students, and adapting to the needs of visiting employers.

McAlister's Deli

February 2018 - September 2019

Cashier

My duties included greeting and assisting customers, having a thorough knowledge of the menu, as well as communicating with shift leaders to maintain restaurant cleanliness.

Software

Adobe Creative Suite -

Photoshop, Illustrator, After Effects

Microsoft - Excel, PowerPoint, Word

ToonBoom - Harmony, Storyboard Pro

Technical Skills

Traditional Animation

Rigging 2D Puppets

Designing 2D Puppets

2D Puppet Animation

Skills

Excellent Time Management

Well Organized

Works Well Under Pressure

Excellent Teamwork

Highly Adaptable

Collaborative Projects

Chullachaki: Carla Figari

September 2021- June 2022

I communicated with my Producer, Director, and Animation Lead to meet the animation deadlines while maintaining quality and maintaining consistency between shots.

Newt Duel: Monet DeClouette

May 2021

I coordinated with my fellow layout artist to create a cohesive style, worked closely with my teammates to divide the rough animation, and to color the character and effects animation

ICED: Simon Ardoin

March 2021

I worked closely with my director and fellow teammates to create a color palette and texture style for the layouts, and I communicated with my team to get feedback on my rough and clean up animation.