## Saoirse Stephens

### **2D ANIMATOR**



I am a hard-working, bubbly, enthusiastic animator with a strong proficiency in 2D rigged animation. I started in the animation industry in 2021 and have already worked with a wide range of clients such as RTEJr, Netflix and HBO on productions which I am immensely proud of. I thrive when working within a team environment and also as an individual.

#### **EXPERIENCE**

### 2D ANIMATOR Kavaleer Productions August 2023 - Present

# **2D ANIMATOR**Daily Madness Productions December 2022 - July 2023

### JUNIOR ANIMATOR Daily Madness Productions March 2022 - November 2022

# JUNIOR ANIMATOR Daily Madness Productions October 2021 - November 2021

## EDUCATION

### DIGITAL ANIMATION PRODUCTION

Technological University of the Shannon: Midlands Midwest (TUS) | 2017 - 2021

Bachelor of Science, BSc Hons

Graduated with a First Class Honours degree.

SOFTWARE SKILLS

ToonBoom Harmony

CelAction 2D

Adobe Animate

FTrack

#### CONTACT

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# skills in Adobe Animate. Goat Girl - Cartoon Network/HBO - 2D TV Series

Boy Girl Dog Cat Mouse Cheese - 2D TV Series

Worked as a character animator in ToonBoom Harmony on upcoming HBO/Cartoon Network show *Goat Girl*.

Working with a phenomenal team at Kavaleer as a character

animator on season three of 'BGDCMC' using Adobe Animate. Throughout this production I have been given the opportunity to work with a wide range of rigs, which has in turn provided me the chance to improve my animation skills, as well as my

During this time I have not only gained new skills in working with a variety of different character rigs of high complexity, but also worked efficiently with a phenomenal team and hit deadlines with work of high quality of which I am extremely proud.

### Ray Of Sunshine - RTEJr/RTE 2 - 2D TV Series

Worked in CelAction 2D on season one of *Ray Of Sunshine*. I was trained in CelAction 2D during the job and within a short amount of time I was keeping up to speed with the rest of my team while also producing high quality work.

## Dead End: Paranormal Park - Netflix - 2D TV Series

I was given the opportunity to work in ToonBoom Harmony on season two of *Dead End: Paranormal Park*.

This experience provided me the chance to work with complex rigs within a large scale pipeline where I got to strengthen my animation skills further.