



DANA CORRIGAN

2D CHARACTER ANIMATOR

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EDUCATION

Master of Fine Arts in Animation (Sept 2008 - March 2011)

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

- GPA: 3.86/4.0 *magna cum laude*
- Recipient of SCAD Honors Fellowship
- Awarded Outstanding Achievement in Animation

Bachelor of Arts in Electronic Media Art and Technology (Aug 2002 - May 2006)

The University of Tampa (UT); Tampa, FL

- GPA: 3.8/4.0 *magna cum laude*
- Member of the Dean's List
- Alpha Chi Omega Honors Sorority
- Awarded EMAT Student of the Year
- Sigma Tau Delta Honors English and Writing Sorority
- Director of Public Relations in Anime Club
- Recipient of Presidential Scholarship

SOFTWARE

Proficient

Toon Boom Harmony
Animate CC
After Effects CC
Premiere CC
Photoshop CC
Illustrator CC
Lightroom CC
InDesign CC
Clip Studio
Storyboard Pro

Working Knowledge

Maya
Dragonframe
Audition CC
Procreate
Camtasia
Final Draft
Microsoft Office (Word, Powerpoint, Excel)
Keyframe Pro
Manual dSLR Camera

EXPERIENCE

The University of Tampa, Adjunct Professor in Animation/Digital Art; Tampa, FL (Sept 2011 - Present)

Instructor of courses including 2D Frame-by-Frame and Puppet Animation, 2D Animation Production, Intro to 3D, Digital Art/Graphic Design and Digital Imaging. Utilize art through technical mediums to create illustration and animation projects from concept to completion. My students are introduced to Harmony, Dragonframe, After Effects, Photoshop, Illustrator, Animate and InDesign with basic graphic design and animation principles through lectures, demonstrations and projects.

- Recipient of NTI UT Online Teaching Certification to teach online and hybrid courses.
- Developed instructional PDF documents and videos as supplemental resources.
- Connected students with internship, freelance and job opportunities and helped guide them towards handling themselves professionally as artists in a business environment.
- Was Visiting Assistant Professor during Spring 2019.
- My 2D Animation II course has students create their own animated shorts from concept to completion, and may implement other mediums - 3D, Stop Motion, Live Action - as they see fit to best suit their strengths and the needs of their film.
- My student Gina Bernardini's project for my Spring 2020 2D Animation II Course, "Rooted," was the first animation from the University of Tampa to be showcased at SIGGRAPH's student showcase in 2020.
- Former animation students Gina Bernardini and Taylor Guyton's senior films showcased at SIGGRAPH's 2021 Faculty Submitted Student Work Exhibition

The University of South Florida, Adjunct Professor of Animation; Tampa, FL (Aug 2013 - Present)

Teach classes covering topics throughout the animation production pipeline. Topics include 2D Frame-by-Frame and Puppet Animation, Motion Graphics, Visual Storytelling, 2D Animation Production, Character Design and Stop Motion. Classes utilize Harmony, After Effects, Photoshop, Illustrator, Storyboard Pro, Animate and Dragonframe.

- Managed a directed studies project where a group of undergraduate students create an animated short film together from concept to completion over the course of the semester, simulating an animation studio. Guided students towards finding and catering to their strengths, conflict resolution and presenting a formal pitch of their concept, preproduction and completed project in front of their peers and other professors. This directed studies paved the way to a new course with a similar structure titled 2D Production, which I have periodically taught since then.
- Helped to develop USF's Animation program, which ranked 43 in top 50 best animation schools in the USA in 2015.

**EXPERIENCE
(CONT)**

Autism Shifts; Animation Consultant, Instructor, Production Manager; Tampa, FL (Sept 2019 - Present)

Manage animation team of interns, autistic adult animators and the founder of Autism Shifts to create educational videos mixing animation into provided live action sequences. Guide them through the animation production process, from pre to post, help them plan and execute the project. Provide instructional videos to cover questions or gaps in the animator's knowledge. Meet regularly to provide critique and guidance.

Fate Saga Episode 1, Creator, Director, Producer, Animator; Tampa, FL (Jan 2019 - Present)

Developing first episode of original 2D animation project. Created script, animatic, character designs, animation, 2D puppets, special effects, compositing and editing. Directing character designers, environment concept artists, layout artists, voice actors, sound designers.

- Presented work progress at SIGGRAPH 2021, at the Birds of a Feather "Women in Animation" event.

Bowdoin, Director, Project Manager, Animator; Tampa, FL (Oct - Dec 2016, Sept - Dec 2019)

Project Lead and Animator for 2016 and 2019 Holiday E-Cards.

- **2019:** Assembled animation team and worked as production manager. Tasks include overseeing and assisting with the production from concept to completion, maintaining regular communication with the client, keeping the schedule and production organized, animation, special effects and editing.
- **2016:** Recruited and worked with background artist on animated E-Card. Tasks include character design, storyboards, character animation, effects, typography, compositing and editing.

The Elite Animation Academy, Instructor; Tampa, FL (April 2015 - Nov 2020)

Teach 2D/3D animation, character design, story production, stop motion, 2D game animation and life drawing camps, workshops and formal classes to help teach kids 8 and up the fundamentals and prepare their portfolios.

- Collaborated with Autism Shifts to help develop digital arts courses for autistic adults.

Rad Kidz, Animation Consultant and Writer; Tampa, FL (Dec 2015 - Present)

Help to develop pilot episode script and work as story/animation consultant for original animated series to be pitched to television networks.

Academy of Film, Fashion and Technology, Instructor; Clearwater, FL (Jan 2017 - Feb 2020)

Created video lectures for Animate, After Effects, InDesign and basic graphic design and animation principles.

Just Peachy Pictures, Senior Animator; Tampa, FL (March 2016 - Nov 2016)

Create motion media, illustrations, storyboards and pitches for Tropical Smoothie Cafe and Tampa Trifecta.

Henry Mancini Arts Education, Writer; Tampa, FL (Oct 2014 - March 2015)

Lead small writing team in developing content for online courses in the Explorations in Media Arts and Studio Arts.

DBolical Pty Ltd, Freelance Motion Comic Illustrator and Animator; Australia (July 2013 - Dec 2013)

Wrote script, illustrated, animated and directed for the 2013 ModDB Awards motion comic.

- Created comedic script based on criteria given by the client, using characters from their wide array of DBolical and indie game developer mascots.
- Contacted, hired and supervised animation, graphic, voice and sound artists during production.
- Developed informational packages to submit to talent and catch them up on the project.

Savannah College of Art and Design, Teaching Internship; Savannah, GA (June 2010 - Nov 2010)

Internship where I worked with the professor on teaching a junior level 2D Production class.

- Developed instructional documents, videos, and lectures on software and animation production.

Fate Saga, Animated TV Pitch and Pilot; Savannah, GA (Sept 2009 - Jan 2013)

Directed and developed pitch package and television pilot for action/drama animated series

- Recruited a team of over 50 artists, including layout artists, character designers, illustrators, sound design, voice actors, composers, motion media and special effects.
- Created instructional seminars to train new crew members.
- Wrote script, illustrated storyboards, animated and cleaned up complex action sequences
- Put together pitch material consisting of an animation bible, promotional posters and animated trailer
- Pitched the series to Warner Brothers, Cartoon Network and Nickelodeon
- Later contacted by Cartoon Network and Nickelodeon to develop future pitches.
 - **It's Fairy Tale Time**
 - **Team Reaper**

Freelance Animator; Tampa, FL (Dec 2005 - Present)

Contract work on a variety of animation projects for interactive media, motion comics, short film and television.

Hazbin Hotel - Clean Up and Color Artist for pilot episode of independent animated series.

Dear Doodles - Animation and production consultant. Co-writer of the Dear Doodles trailer script.

Polymer - Animated particle effects and enemies for Android game.

EXPERIENCE (CONT)

Radical Raccoon - Lead animator for 2018 horror animated short film about a serial killer dressed in a cartoon mascot costume who targets bullies.

Cruise Director - Created a Motion Media presentation demonstrating their phone application.

Pixey - Clean up artist for 2017 animated short about a man who gets sucked into his favorite cartoon - only to find that it's everything he imagined...and worse.

Neuralnet - Illustrated sprites for DLC content of Xbox 360 game, Steel Champions

- By the time we started, Neuralnet was already overdue for the release of their new character. Worked for two days straight through to develop, animate and prepare new character for DLC

Humoring the Fates Animation Studio - Interned and later freelanced for a small animation studio on a variety of projects.

- Developed storyboards for Hulk and the Agents of S.M.A.S.H.
- Tweens, colors, shadows and animated textures for independent short film, Lonely Loves Lonely.
- Taught the crew how to use Animate Pro, which was used for their TV pilot, The Cannolis.
- Illustrated for the graphic design novel, Ghost Radio.

Handi's - Frame-by-frame rough and clean up for a pilot episode of a series about a restaurant run by handicapped employees.

- I am in charge of animating the longer, complicated scenes because I was one of the only members who can work quickly and efficiently enough to finish those shots on time.
- **Blank Frame Studios** - Animated panels of the motion comic "Chakra the Invincible," developed by Stan Lee, which aired on Cartoon Network in South Asia in November 2013.

Coyote Dinner - Technical and Art Director for Collaborative 2D Short film

- My primary job was to illustrate and rig 2D puppets in Flash for the animators to use. Later, I helped with animation, then jumped to compositing and video editing. Most of the crew were strong in one area - usually animation or sound production - and many were not savvy with technology. I was the most versatile and technical member of the crew so during production I often jumped between tasks to fill in any areas that needed the extra help.

Cube Dog - Technical Director and Rigger for Collaborative 3D Short film

- Rigged quadruped and developed controls within scenes to streamline animation.

The Story Ship

- Animated sauropod puppet and lip sync in Flash for children's cartoon/live action performance.
- Animated robot puppet, special effects, lip sync and text in After Effects, and composited with live action.

Endtown - Created particle effect tests and provided animation consultation for Endtown, in After Effects. Handled grey tones in the Endtown weekly web comic.

Virtual Intelligence Providers - Created flash graphics and animation for E-Learning program

Oddpodz - Interactive Flash commercial created to sell an 'odd' clothing line. Designed backgrounds, characters, layouts and animation.

DataPROS for Healthcare - IT Company that develops programs to simplify inventory purchases and organization simpler for hospitals. I developed their graphic interface, idle background animations, rollover images to make the software user friendly, and later promotional animation for conventions.

Freelance Graphic Designer and Illustrator; Tampa, FL (May 2005 - Present)

Contract work on a variety of graphic design projects for print and web media.

Fishhawk Turkey Trot - Designed T-Shirts, Medal and Ornaments for 2016 - 2021 charity events.

Scythe X - Designed Mascot, Web Graphics and Mascot Motion Graphics for Bitcoin Start Up company.

DrobeTalk - Designed and illustrated Glyphicon for phone application.

Brawl Call TV - Graphic Designer for Website.

SHARE - Created flyer and coupon as a volunteer for a charity food drive.

BJ's Wholesale Club - Designed cover for safety manual.

Florida Marine Joiner Services - Developed brochure

The Candlelight Inn - Redesigned logo for use on merchandise (cups, shirts, etc.) for their 50th anniversary.

Tampa International Film Festival - Promotional material and advertising for the event, including post cards and film slides.

Digital Art and Animation Personal Tutoring Services

**ACADEMIC
WRITING**

Degrees of Continuity: Comparing Procedural and Serial Continuity in Episodic Animation

Written component of MFA Thesis explores the benefits and risks to utilizing procedural or serial narrative structure for animated series, using structured and unstructured interviews with the creators of successful series, articles, critical reviews and literature from industry professionals. Procedural series is defined as a show where each episode is an independent story, with its own conflict and resolution. A serial is defined as a program with every episode treated as a chapter of a larger narrative.

RECOGNITION

SIGGRAPH 2021 Contributor

Was a presenter at the SIGGRAPH 2021 Birds of a Feather event, "Women in CG" where I described how COVID affected my approach as an instructor, freelancer and my approach with my original project, Fate Saga.

PROJECT: Umbrella

2D character animator with small team of game designers created a Flash game based off of given criteria within 48 hours, from concept to completion, for the 2010 Global Game Jam
Awarded best Global Game Jam entry from SCAD in 2010; Savannah College of Art and Design

EXHIBITIONS

PROJECT: Altar-ations

Interactive Media: "Altar-ations" (www.julietdavis.com/studio/altar-ations)

Chosen to illustrate 38 vector images and animations for Juliet Davis' interactive media project

Jyvaskyla, Finland: Live Herring Media Art Exhibition - Jyvaskyla Art Museum (invitational)

Dresden: CYNETart_08 International Festival for Computer-Based Art (juried)

JavaMuseum - Forum for Internet Technology for Contemporary Art launched Nov. 1, 2008

University of Wisconsin-Milwaukee

"The Veil: Visible and Invisible Spaces" (traveling exhibition - invitational)

University of Arkansas Fine Arts Center Gallery - Fayetteville

"The Veil: Visible and Invisible Spaces" (traveling exhibition - invitational)

FILE Rio 2007 (juried)

Festival Internacional D Liguagem Electronica - Electronic Language International Festival)

Oi Futuro Cultural Center, Rio De Janeiro, March

SIGGRAPH 2006 Boston, Annual Convention, Art Gallery. Juried; Boston, MA

Art Gallery: Intersections, July 30 - August 3, 2006.

ISEA: International Symposium of Electronic Art, "Slippage" exhibit (invitational)

San Jose, CA, August 5-13. Curated by Nanette Wylde.

Sydney: 3rd International Conference of Computer Graphics (CGIV06)

University of Technology, Sydney, Australia, July 25-28, 2006 (juried)