



DANA CORRIGAN 2D CHARACTER ANIMATOR

Tampa, FL • (813) 362-2991 • dana_corrigan@ymail.com • www.danacorrigan.com

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
- Honors Program Director of Public Relations in Anime Club
- Recipient of Presidential Scholarship

SOFTWARE

Proficient

Adobe Flash
Adobe After Effects
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe InDesign
Toon Boom Storyboard Pro

Working Knowledge

Toon Boom Animate Pro
Dragonframe
Adobe Fireworks
Adobe Audition
Microsoft Office
Manga Studio EX
Simple Programming (HTML 5 and Actionscript 3)

EXPERIENCE

The University of Tampa, Part Time Instructor of Digital Art; Tampa, FL (Sept 2011 - Present)

Instructor of courses including Digital Arts, 2D Animation and Traditional Art. My specialty is utilizing Art through technical mediums to create illustration and animation projects from concept to completion. In my classes, students are introduced to Photoshop, Illustrator, InDesign, HTML 5, Flash and After Effects along with basic graphic design and animation principles through lectures, demonstrations and projects.

- Developed instructional PDF documents and videos as supplemental resources
- Helped students train and prepare for internship and job opportunities.

The University of South Florida, Adjunct Professor of Animation; Tampa, FL (Aug 2013 - June 2016)

Teach classes in animation production and pre-production. Topics include stop motion, frame-by-frame, motion media, 2D puppet animation, story production, character design, animation principles, the production pipeline and becoming familiar with Dragonframe, After Effects, Flash, Photoshop and Illustrator.

- Managed a directed studies project where a group of undergraduate students create an animated short film from concept to completion over the course of the semester. 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 the school.
- Helped to develop USF's Animation program, which ranked 43 in top 50 best animation schools in the USA in 2015.

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

Teach traditional animation, character design, story production, stop motion and life drawing camps, workshops and formal classes to help teach them the fundamentals and prepare their portfolios for college.

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

Create motion media, illustrations, storyboards and pitches for a variety of clients, including Tropical Smoothie Cafe and Tampa Trifecta.

Rad Kidz, Animator and Writer; Tampa, FL (December 2015 - Present)

Help to develop pilot episode script for original animated series to be pitched to television networks.

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.

**EXPERIENCE
(CONT)**

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.

The Grand Budapest Hotel - Created test animation to help Wes Anderson visualize the ending credits.

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.
- When the original director became aggressive and difficult to work with, the crew members began to come to me for feedback and critique. Ultimately the director abandoned the project and I accepted the request to become the new director.

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.

- I was originally meant to be one of two animators, but when they were unable to find a reliable second animator, I ultimately took on both jobs to complete the project on time.

EXPERIENCE (CONT)

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.

Brawl Call TV - Designed graphics for, programmed and maintained 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 their logo to be used for T-shirt, glass and other designs in celebration of 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.

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)

RECOGNITION

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