



# DANA CORRIGAN

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2D CHARACTER ANIMATOR

## 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  
InDesign CC  
Clip Studio

### **Working Knowledge**

Maya  
Dragonframe  
Audition CC  
Sketchbook Pro  
Camtasia  
Final Draft  
Microsoft Office (Word, Powerpoint, Excel)  
Keyframe Pro

## EXPERIENCE

### **The University of Tampa, Visiting Assistant Professor in 2D Animation/Digital Art; Tampa, FL (Sept 2011 - Present)**

Instructor of courses including Digital Art, 2D/3D Animation and Animation Production. 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 Harmony, Animate, Dragonframe, After Effects, Photoshop, Illustrator, and InDesign along with basic graphic design and animation principles through lectures, demonstrations and projects.

- 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.

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

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 Harmony, Dragonframe, After Effects, Flash/Animate, 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 - Nov 2018)**

Teach 2D animation, 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 for college.

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

### **Rad Kidz, Animation Consultant and Writer; Tampa, FL (December 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 (January 2017 - December 2017)**

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

**EXPERIENCE  
(CONT)**

**Just Peachy Pictures, Senior Animator; Tampa, FL (March 2016 - November 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 animated musical sequence.

**Polymer** - Animated particle effects and enemies for Android game.

**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.

## EXPERIENCE (CONT)

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 and 2017 charity events.

**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.

## EXHIBITIONS

### **PROJECT: Altar-ations**

Interactive Media: "Altar-ations" ([www.julietdavis.com/studio/altar-ations](http://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