



Finn Kulers

Character Animator

finnanimation@gmail.com

finnkulers.com

They/Them

PROFESSIONAL SUMMARY

Focused on quality and collaboration through a problem-solving mindset.

Skills

Traditional 2D animation

Digital 2D animation

(Harmony, Photoshop)

3D Animation

(Maya)

3D Modeling, UV mapping, texturing, lighting

(Maya, Substance Painter,

Unreal Engine)

Storyboarding

(Toonboom Storyboard Pro)

Concept development

Character design

Software proficiencies-

ToonBoom Harmony,

Photoshop, Illustrator,

AfterEffects, Maya,

Unreal Engine, Substance

Painter Pro, Processing

Language Proficiencies-

English, German, Spanish

Education-

Animation BFA

Interactive Design and

Game Development Minor

Savannah College of Art

and Design

Atlanta, GA

Graduated 06/2023

Experience

Electra Wasp

Animation Director

SCAD Atlanta graduate film

03/2022 - Current

- Recruited and led a team of 27 student animators to create an animated short film
- Created character sheets and style guides
- Managed shot assignment and gave feedback until standard of quality was reached

A Shadow's Glow

2D Rig Artist, 2D Rig Animator

SCAD Atlanta student film

09/2022 - 09/2023

- Created a 2D Semi-Master controller rig of the character 'Uri' with embedded fire effects cycles
- Animated characters from roughs to completion using 2D semi-master controller rig

Root Troop

Art Director, Character Design

Global Game Jam 2023

03/2023

- Collaborated as a team of 8 to create a video game in 48 hours
- Responsible for concept, style development and direction, character design, animation

Awarded Best Character Design, SCAD Atlanta Game Jam 2023

Employment

Jeni's Splendid Ice Creams

Ambassador Team Lead *Decatur, GA*

03/2021-02/2022

- Opened/closed shop, trained new hires, ensured quality service

Disney ABC Television Group

Prop Artist *Remote*

04/2017 - 05/2017

- Illustrated various original dress designs as a set prop piece for Disney's *Life-Size 2*