

RESUMÉ

I have many years' professional experience in animation and design, both in corporate and in freelance employment. I have excellent draughtsmanship skills and am fluent in numerous digital design applications. I am articulate, versatile, hardworking & efficient.

Experience:

- 2023 March-Sept** Animator, A Productions, Bristol (remote), working on a 2D Sesame Street series for HBO/Sesame Workshop (Toonboom Harmony)
- 2022 July-Aug 2022 & Nov2022-March2023** Animator, +3K Studios, Cumbria (remote) for short film *The Fell We Climb* and Sky Kids series *My Friend Misty* (Cel Action)
- 2021 Sept2021-Apr2022** Animator, A Productions, Bristol (remote), working on *Furry Friends Forever: Elmo's Puppy* for HBO/Sesame Workshop (Toonboom Harmony)
- 2020 Oct2020-Aug2021** Animator, Sellout Animation, Edinburgh on multiple projects including *Dead End: Paranormal Park* for Netflix (Toonboom Harmony)
Aug-Sept remote work for London studios Blink Ink and Moth. **June** Toonboom Harmony Rigging training course. **Feb&May** 2D Workshop, Edinburgh: animator.
- 2019 Nov2019-Jan2020** Moth Productions, London: remote assistant animator (Adobe Animate). **Sept-Oct** Daily Madness Productions, Dublin: remote animator (Toonboom Harmony) on RTÉ Jr TV series *Ollie*. **Jan-Aug** SellOut Pictures, Edinburgh: storyboarder and concept artist for pitches; clean-up animator (Toonboom Harmony) for Sergio Pablos Animation/Netflix on Oscar-nominated feature *Klaus*.
- 2018 Oct-Dec** Forever Beta, London: remote animator (Cel Action) on pilot episodes for proposed TV series. **Aug-Oct** Sixteen South, Belfast: remote animator (Cel Action) on Disney Jr TV series *Claude*. **April-July** Mooshku, Dublin: remote animator (Adobe Animate) on Nick Jr TV series *Tot Cop*.
- 2017 March2017-Feb2018** SellOut Pictures, Edinburgh: animator (TV Paint) on Zentropa feature *Vitello*; animator (Adobe Animate) on Animationsfabrik feature *Princess Emmy*.
- 2016 April2016-March2017** Kavaleer Productions, Dublin: remote animator (Cel Action) on RTÉ TV series *Kiva Can Do*.
- 2015 Nov2015-April2016** Lupus Films, London: remote assistant animator (TV Paint) on BBC/BFI feature adaptation of Raymond Briggs' *Ethel and Ernest*. **Jan-Nov** Winduna, Glasgow: concepts/backgrounds artist for Milkshake TV series *Winnie the Witch*.
- 2014 Aug2014-Feb2015** 2D Workshop, Edinburgh: animator (Adobe Flash) on short film *Toonocalypse*.
- 2013 June2013-July2014** Kavaleer Productions, Dublin: animator (Cel Action) on CBeebies TV series *Boj*.
- 2011-2012** - Freelance work for various clients including Red Kite, Edinburgh. Part-time lecturer in the Animation departments of Edinburgh College of Art and Duncan of Jordanstone College of Art and Design. Project Co-ordinator at Tayside Recyclers, Dundee, setting up an urban garden for use by community groups.
- 2005-2010** - Ink Digital, Dundee: animation, storyboarding, design, direction for various end clients including Scottish Government, Leith Agency. Clean-up team leader on two hand-drawn features for Pathé: Sylvain Chomet's Oscar-nominated *The Illusionist* and Zep's *Titeuf: le Film*.
- 1997-2004** - Freelance illustration clients included *The Scotsman*, *Scotland on Sunday*, *The Times*, *Time Out* magazine, Oxford University Press, Collins Educational and Penguin Books. Regular animation contracts for Red Kite included TV commercials and short films for Channel 4. 2001-2003 I undertook a Master's Degree on a part-time basis.
- 1996-1997** - Inner Workings, Glasgow: illustrator and animator for multimedia and games.

Education:

2003 Master of Design, Edinburgh College of Art (Andrew Grant Schol.)
1996 BA(Hons) Visual Communication (1st Class), Edinburgh College of Art.
1993 Foundation Art Diploma with Distinction, Kent Institute of Art & Design.

References:

Available upon request.

Linked In:

<https://www.linkedin.com/in/harrietbuckley>

Vimeo:

<https://vimeo.com/harrietbuckley>