



# Will Pak

Character Designer + Vis Dev Artist

## GOAL

To start as a production assistant at an animation studio, gaining exposure to the animation production pipeline and landing an entry level character design or storyboard revisionist role.

## EDUCATION

**Rhode Island School of Design**, Providence, RI

BFA, Film/Animation/Video – 2022

## EXPERIENCE

**Production Intern**, Nickelodeon Animation Studios

June 2022 - August 2022, Burbank (Remote)

- Assisted the *Kamp Koral* production team on a variety of tasks such as conforming storyboards, handling callouts and ingesting shipments
- Closely collaborated with my supervisors through online meetings and direct messaging
- Observed story pitches and daily production meetings to gain insight on the workflow
- Worked 8 hours a day each week meeting task objectives

**Visual Development Intern**, Miyu Productions

June 2021 - Sep 2021, Providence (Remote)

- Worked on storyboards and visual development for an animated feature film directed by Max Porter and Ru Kuwahata (*Tiny Inventions*)
- Created two animatics for the film's teaser plus revisions
- Shared ideas and suggestions for story development
- Managed time by working 24 hours each week while also meeting objectives for the animatic

## AWARDS & HONORS

**RISD Film/Animation/Video Award of Excellence** (2021)

**2021 Florida Animation Festival** - Audience Favorite: Honorable Mention Award for my junior film *Dead Fish*

**2021 New York Animation Awards** - Semi-Finalist (*Dead Fish*)

**2022 AniMate Animation Festival** - Quarter-Finalist (*Dead Fish*)

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## SOFTWARE

Toon Boom Harmony

Storyboard Pro

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Adobe Premiere Pro

Adobe Animate

Autodesk Sketchbook

Microsoft Office Suite

## SKILLS

Character Design

Digital Painting

Drawing

2D Animation

Visual Development

Illustration

Figure Drawing

Storyboarding

Adaptability

Time Management

Organizational