



Will Pak

Character Design + Animation Production

GOAL

To continue working in production at an animation studio in hopes of landing a freelance or full-time character design role.

EDUCATION

Rhode Island School of Design, Providence, RI

BFA, Film/Animation/Video – 2022

EXPERIENCE

Production Assistant, Nickelodeon Animation Studios

Unannounced Film, July 2023 - Dec 2023

- Assisted the production team on the art/asset department
- Processed and filed assets from the vendor studio to our server on a daily basis
- Prepped artist assignments, uploaded files to Syncsketch, and took notes during director reviews
- Tracked and updated art statuses through Microsoft Excel

Baby Shark's Big Movie, Oct 2022 - May 2023

- Worked closely with the art production team on a daily basis to ensure tasks are done
- Communicated with artists every day and prepped/sent assignments with deadlines, making sure we hit delivery dates for our animation vendor
- Took notes during design breakdowns, added assets to FileMaker Pro, and completed scene callouts

Production Intern, Nickelodeon Animation Studios

June 2022 - Aug 2022, Burbank

- Assisted the *Kamp Koral* production team on a variety of tasks such as conforming storyboards, handling callouts and ingesting shipments via Shotgrid
- Closely collaborated with my supervisors through online meetings and direct messaging
- Observed story pitches and daily production meetings to gain further insight on the workflow

Visual Development Intern, Miyu Productions

June 2021 - Sep 2021, Providence

- Worked on storyboards and visual development for an animated feature film directed by Max Porter and Ru Kuwahata (Tiny Inventions)
- Shared ideas and suggestions for story development
- Created two animatics for the film's teaser plus revisions

Los Angeles, CA

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SOFTWARE

FileMaker Pro

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

Organization