



tsnyderart.com
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professional summary

A creative and detail-oriented designer with over a decade of experience and a deep understanding of animation design and production.

skills

- ▶Thorough understanding of design concepts
- ▶Extremely well versed in Adobe Photoshop
- ▶Mac and PC proficient
- ▶Excellent problem solver
- ▶Great team member
- ▶Superior time management

work history

Prop and FX Designer

2020 - 2022

Netlix Animation: Boons and Curses, We Lost Our Human

2023 - 2024

Disney TV Animation: Proud Family - Louder and Prouder

Burbank, CA

- ▶Design props and effects that are unique and different while remaining specific to the style of the show
- ▶Create props and effects that read and interact clearly with both characters and backgrounds
- ▶Design effects elements that are dynamic and translatable to animation

Character Designer

2016 - 2018

DreamWorks TV Animation: Adventures of Rocky and Bullwinkle

Glendale, CA

- ▶Coordinate closely with the Art Director to accomplish the desired attributes and feeling for each unique character
- ▶Create new characters to fit seamlessly into the established style of the show
- ▶Complete character turnarounds, expression sheets, special poses, and any necessary revisions quickly and efficiently

Background Artist

2018 - 2019, 2022 - 2023

Warner Brothers Animation: Looney Tunes Cartoons, The Day the Earth Blew Up

Burbank, CA

- ▶Create tonal layouts to establish lighting, value and an appropriate stage for characters within the scene to act
- ▶Paint backgrounds to set the tone and feeling while complimenting the characters for the episodes

Prop Designer

2014-2016
Glendale, CA

DreamWorks TV Animation: The Peabody and Sherman Show, Trolls the Beat Goes On

- ▶Create and paint props and effects that are distinct and specific to a historic time periods while staying true to the style of the show

Freelance Designer

Prop Designer - Chromosphere Studios: Carmen Sandiego, Trash Truck

Character Designer - DreamWorks TV Animation, Six Point Harness: Unreleased Projects

- ▶Develop characters for early-stage development to help define style and overall feel

education

Bachelor of Arts: Animation and Entertainment Design

2011

California State University Fullerton

Fullerton, CA

- ▶Honors: Dean's List Fall 2008 - Fall 2011, Magna Cum Laude