

SHAQU SADDLER



Character Design | Visual Development

CONTACT

Name Shaquille Saddler
City Atlanta
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SKILLS

ToonBoom

Harmony and Storyboard Pro

Adobe Creative Cloud

Photoshop, Illustrator, InDesign,
Audition, Animate, After Effects, Premiere Pro.

Microsoft Office Suite

Word, Powerpoint, Excel, Outlook.

Social Media

Instagram, Facebook, YouTube, Reddit, Twitter
and more.

PROFESSIONAL SKILLS

- Character Design
- Storytelling
- Storyboarding
- Script Writing
- Motion Media
- Deadline-Driven
- Hand Drawn Animation
- Public Speaking
- 2D Animation
- Art Direction
- 3D Animation
- Time Management

EDUCATION

Institution Savannah College of Art and Design **Major** Animation **Minor** Drawing
September 2016 to August 2020
Degree Earned Bachelor of Fine Arts (BFA) **GPA** 3.7/4.0 Cum Laude Honors

EXPERIENCE

SHAXARTS (Freelance Artist)

Sept 2015 - present

- Communicates with clients to design and execute subject matter into various forms of art, ranging from 2D animations, business logos, website graphics, photo edits, oil paintings, and digital portraits.
- Maintains accuracy and visual clarity for clients' projects through clear communication and meeting discussed deadlines.
- Ensures design standards meet client satisfaction by using computer applications and software to share developed layouts and sketches to bring the idea to life.
- Juggle multiple projects while managing time and never compromising quality of work.

JOBLESS (Creator and Show-runner)

Jan. 2013 - Present

- Responsible for writing comedic episode scripts, .
- Responsible for all stages in the animation pipeline.
- Apply structure and form to create/ design characters, turnaround mouth charts and redresses.
- Responsible for sound editing/ mixing and hiring voice talents.
- Use perspective and design skills to create stylized backgrounds.
- Collaborate with producers to strengthen ideas and implement creative suggestions.

ARTHUR BLOG'S HORRIBLE MISFORTUNE (Director)

Jan 2022 - June 2022

- Responsible for all aspects in the 2D animation pipeline including directing, 2D animation, storyboarding, painting layouts, character designs, compositing, and sound mixing for "Arthur Blog's Horrible Misfortune."
- Participate in meetings with peers, brainstorming strong ideas for project. Collaborated with other SCAD students and professors, further developing story concepts, art work, and storyboards and animated sequences
- Used my proficiency in 2D hand-drawn animation to achieve convincing emotional character acting as well as comedic slapstick gags.