

# TAYLOR SANDELL

## ANIMATION

### CONTACT

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### ABOUT ME

I'm determined to continually improve and consistently produce high quality content. After realising that Motion Graphics couldn't create the level of emotional impact I needed I made the leap to 2D animation. Since then I've put in countless hours working on self directed projects, taking classes, entering competitions and doing whatever I can to translate my existing skills to a new software. I hope this shows the initiative, work ethic and passion I continually put into my animation.

### EDUCATION

**Bachelor of fine arts - Animation**  
QUT | Australia  
First Class Honors

### REFERENCES

**PAUL VAN OPDENBOSCH**  
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### PREVIOUS PROJECTS

**Animation Teacher - Trueinspire Education** **Current Position**  
Teach a mixture of 2D animation & Stop motion to a Vancouver based school. Utilize strong communication skills needed to teach a technical subject virtually. Collaborate with other teachers to tailor the content to the students. Be accountable for creating high quality and engaging course content.

**Documentary Series - One Million Trees** **March- April 2020**  
Collaborated to produce stylised content for multi platform distribution. Produced animation congruent with the existing style and live action footage. Worked efficiently to produce high quality work with a very fast turn around. Kept a consistent and clear line of communication for feedback.

**2D Effects - Johannas Animation** **Feb 2020**  
Enrolled in a series of animation tutorials focused on complex 2D effects. Upskilled my smoke, fire, and water animation, including animated loops. Showed initiative by taking these classes unsupervised and unprompted.

**Animated Still- Jon McNaught** **Jan 2020**  
Animated a series of lino-cut stills by British artist, Jon McNaught. Streamlined online communication and set up an online file sharing system. Scheduled, than met all deadlines for this international project.

**Loop De Loop, 11 second club - Self Directed** **Oct - Nov 2019**  
Utilized my desire to improve by entering this animation challenge. Experimented with the newest animation trends and technologies. Worked autonomously to produce multiple quality works with limited direction.

**Mill Beana- Gallery Instillation** **June- August 2018**  
Designed animated content for a projection mapping gallery installation. Interpreted abstract concepts to produce clear and emotive content. Collaborated with the artist and musician to create a single immersive piece. Worked throughout all stages of production from preproduction to rendering. The final work was on display at a National Gallery for over 3 months. Overcame many hurdles including learning MadMapper in under 24 hours.

**Animated Intro - Kawaii Kunicorn** **April 2018**  
Created childrens content for this very popular youtube series. Adapted existing stills to create a functional rig, including drawing substitutions. Collaborated with other artists to problem solve artistic and technical issues. Emphasised secondary action and character animation in an engaging way. Focused on creating energetic and relatable motion and emotion.

*This is a summary of my most recent and relevant works. For additional projects and details please feel free to contact me, I'd be more than happy to help.*

