



Marshall Degenhardt

2D ANIMATOR marshalldegenhardt@gmail.com

marshalldegenhardt.com

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EDUCATION

Bachelor of Fine Arts
2D Animation
Savannah College of
Art and Design
08/2023

SOFTWARE

- Toon Boom Harmony
- Adobe Animate
- Adobe Photoshop
- Adobe After Effects
- Clip Studio Paint

SKILLS

- Traditional 2D Animation
- Puppeted 2D Animation
- 2D Effects Animation

WORK EXPERIENCE

SquarePanda • Animator Internship
Savannah, GA • 08/2022 - Present

- Created read to use rigs for Toon Boom Harmony
- Lead production team to animate shots on time.
- Worked with SquarePanda clients to deliver animation to their qualifications.

DToons • Animator + Inbetweener
Remote • 05/2022 - Present

- Worked in Adobe Animate using premade rigs
- Able to work from given storyboards to keyed out animations & final animation.
- Able to take keyed out scenes from other animators and inbetween it.

Tavla • Producer + Lead Animator
Savannah, GA • 06/2021 - 05/2022

- Produced quality animation in a timely manner.
- Managed team social medias across multiple platforms.
- Created casting call sheets for outside hire to assist in production.

Clicker • Clean-Up Animator
Savannah, GA • 03/2022 - 05/2022

- Worked in a fast-paced environment.
- Taking rough animation and cleaning it up to on-model standard
- Flexible with different show styles.
- Communicative and collaborative with other team members.

HexLimit • 2d Effects Animator
Savannah, GA • 04/2021 - 06/2021

- Produced effects animation such as smoke and fire on-model according to provided style guides.

