



# Heather Paul

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References available upon request

## Experience

### **Disney Television Animation Post-Production Coordinator on *Big Hero 6: The Series***

*(January 2020 - Present)*

- Took extensive notes for episode retakes
- Tracked and distributed references to in-house technical directors and overseas studios
- Organized the marketing images for each episode
- Managed the credits for episodes

### **Disney Television Animation Production Coordinator on *DuckTales***

*(April 2019 - January 2020)*

- Responsible for design spotting, and maintained assets through Insight
- Prepared and took notes for various meetings, including pitches and launches
- Ran conference call meetings with overseas studios
- Compiled and organized color palette lists for all episodes
- Shipped episodic materials to overseas studios in a timely manner

### **DreamWorks Animation TV Production Coordinator on *She-Ra***

*(October 2018 - April 2019)*

- Responsible for design breakdowns, and maintained assets through Shotgun
- Prepped storyboards, leadsheets, xsheets, and designs for shipping
- Coordinated production assistants on various daily tasks
- Scheduled and ran meetings internally and with overseas studios
- Maintained the production schedule between various departments
- Handled retakes and overseas requests quickly and efficiently

### **Freelance Storyboards and Illustration**

*(June 2013 - Present)*

- Worked with independent directors to create completed storyboard projects
- Created character designs and illustrations for small print picture books

## Education

### **University of California, Los Angeles**

- MFA in Animation

### **Loyola University Chicago**

- BFA in Drawing and Painting
- Minors in Visual Communications and International Film and Media Studies

## Skills

### **Proficient**

- Adobe Creative Suite, Microsoft Office Suite, ShotgunStudio, Insight

### **Knowledgeable**

- Final Cut Pro, Maya

### **Additional Skills**

- Traditional and digital drawing mediums. Acting, stop motion, metalworking, storyboarding, and animation