

Savannah Nieman

2D Animator | Illustrator

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Skills

Software: Toonboom Harmony, Procreate, Autodesk Shotgrid, Autodesk Maya, Photoshop, Premiere, Illustrator, InDesign, Substance Painter, Substance Stager, Animate, After Effects, Microsoft Office Suite (Word, Excel, etc.)

Production: Visual Development, Character Design, Prop Design, 3D Modeling, Animation, Illustrating

Soft: Project Management, Teamwork, Problem Solving, Communication, Adaptability, Effective Planning, Dependability, Active Listening, Attention to Detail, Organization

Projects

Strawberry Boy - Short Film April 2025 - April 2025 (2 weeks)

Clean-up Animator

- Refined rough animation keys into clean, production-ready linework that adhered to the project's visual style
- Animated in Toonboom Harmony Premium, creating 5 shots reusing character turnarounds for consistency
- Integrated feedback from supervisors and animation directors quickly to align with production deadline goals

Sheet - Short Film Sept. 2023 - May 2024 (1 yr.)

Animator, Character Designer, Prop Designer,

- Assisted as an animator to create an animated short in Toonboom Harmony utilizing the rigging system
- Formulated Excel spreadsheets detailing deliverables, deadlines and fostering open communication
- Responsible for creating secondary character designs, and prop designs for them to use

The Baker - Short Film Feb. 2023 - May 2023 (4 mos.)

Director, Animator, Composer

- Set an efficient animation pipeline that promoted communication, asset organization, and deadline management
- Animated in Adobe Animate and composited the short in Adobe Premiere, ensuring all shots have the same style
- Learned project management skills by helping organize and appoint tasks using Autodesk Shotgrid

Experience

Disney World Resort Jan. 2026 - May 2026 (5 mos.)

Ride Operator - Disney College Program

- Delivered safe and efficient ride operations for a high-volume attraction, maintaining safety protocols
- Monitored ride systems and communicated promptly with leadership and maintenance teams

Menards June 2024 - Sept 2025 (1 yr. 3 mos.)

Email Creator

- Created motion graphics and banners using Adobe Illustrator and After Effects enhancing customer engagement
- Recognized for dependability, actively incorporating feedback, and consistently meeting tight turnaround times
- Applied attention to detail when proofreading copy and ensuring visual consistency across the brand

Robots on the Moon Dec. 2022 - July 2024 (1 1/2 yrs.)

Illustrator

- Produced all of the illustrations using Procreate, composited them together using Adobe InDesign
- Collaborated with the author to create a smooth story and helped problem solve any loose ends
- Conceptualized a variety of character and prop designs using Adobe Photoshop

University of Wisconsin-Stout April 2023 - May 2024 (1 yr.)

Motion Graphics Designer

- Designed infographics and typography-based shorts to communicate information in a clear and accessible format
- Created branded content for campus-wide events across video, web, and social media using Adobe Illustrator
- Worked with various campus departments, faculty, and student organizations to develop tailored visual content

Education

University of Wisconsin-Stout (Fall 2020 - Spring 2024)

BFA in Animation

GPA: 3.51 - Cum Laude