



## 2D Character & FX Animator

srgyger@gmail.com  
srgyger.wixsite.com/sofia-gyger

### Animation Experience

#### **Rubber-Band Man- Animation Lead, 2D Character Animator** *Fall 2023- Spring 2024*

- Provided notes and draw-overs for the animation team regarding all characters.
- Completed approximately 60% of rigged shots in the film.
- Created helpful guides for importing rigs, exporting PNG sequences, etc.
- Helped with file setup during pre-production, ensuring standards were maintained.

#### **Saturn Rings- Director of Animation, 2D Character Animator, Background Illustrator, Sound Designer** *Spring 2023*

- Produced materials to direct animation workflow, quality, and style.
- Provided valuable feedback in a timely and efficient manner.
- Assisted the team in development and creation of background assets, animation, and soundtrack.

#### **A Shadow's Glow - 2D Effects and Character Animator** *Winter- Spring 2023*

- Provided traditional and rigged 2D character animation while working with director's notes.
- Studied the film style and animated a long smoke dissipation scene, as well as dust clouds.

#### **GARG! - 2D Character Animator** *Winter- Fall 2022*

- Provided traditional and rigged 2D character animation while working with the animation lead and director.

### Education

**Savannah College of Art and Design, Atlanta, GA**  
*September 2021- June 2, 2024*  
Bachelor of Fine Arts in 2D Animation  
Minor in Interactive Media and Game Design

**University of Georgia, Athens, GA**  
*August 2019- May 2021*

### Software

Toon Boom Harmony  
Toon Boom Storyboard Pro  
Adobe Suite  
Experience with Python and Java-based programming

### Skills

Creativity  
Teamwork/Collaboration  
Leadership  
Fast Learner  
Hard Worker

### Games

#### **Tax Collector: Medieval Days, The Sheriff Cometh** *Summer 2023*

Designed and created all visual assets and sound for this 3-day game jam project.

#### **Rue and Delphinium** *Winter 2022*

Designed all backgrounds and helped write the script.

#### **Addy**

*2020- Present*

A long-term personal visual novel project with over 200 pages of branching dialogue.

### Awards

Dean's List

Transfer Students  
Scholarship

Yates Scholarship

UGA Honors Program