Kellin Sproul

STORYBOARD ARTIST | 2D ANIMATOR | VISUAL DEVELOPMENT DESIGNER

Pasadena, CA 91107 | kellinsproul@zohomail.com | (415)-689-0188 | /_kellinsproul

PROFESSIONAL EXPERIENCE

2D Genga Animator | *Qzil.la Studios, Japan* ***May 2025 - Present***

- Executed expressive 2D hand-drawn animation in Western and Japanese styles using Toon Boom Harmony and Clip Studio Paint to meet production deadlines
- Refined character acting, timing, and posing through iterative feedback with directors and supervisors
- Collaborated with cross-cultural teams in a fast-paced studio environment, adapting to evolving production needs

2D Animation Lead | *Asians in Animation, Pasadena, CA* ***July 2025 – September 2025***

- Directed animation reviews and mentored team members on consistency.
- Ensured production-ready organization of animation files

Art Director / Storyboard Artist | *Jorge Posada Productions, Pasadena, CA* ***May 2024 – May 2025***

- Led visual development and cinematic storyboard creation to define tone, pacing, and mood for animated projects
- Conducted visual research and reference gathering to support authentic design decisions and world building
- Partnered with directors to revise designs and storyboards based on creative feedback and production goals

Freelance Storyboard Artist | *MBT Comics, Pasadena, CA* ***January 2024 – February 2024***

- Developed action-oriented story sequences aligned with script tone.
- Integrated director feedback to refine pacing and composition.
- Maintained open communication with production regarding deadlines.

Assistant Director / Producer / Lead / Animator | *Art Center College of Design, Pasadena, CA* ***January 2022 – December 2022***

- Collaborated directly with directors and production supervisors.
- Managed efficient pipelines for animation and storyboarding teams.
- Balanced high-speed iteration with schedule constraints

SKILLS

- Storyboard Pro
- ToonBoom Harmony
- TVPaint
- Photoshop
- Adobe Creative Cloud
- Clip Studio Paint
- Dynamic Action Storyboarding
- Cinematic Composition
- Character Acting
- Production Pipeline Management
- Feedback Integration
- File Organization

EDUCATION

Bachelor of Science in Entertainment Design — Animation

Art Center College of Design, Pasadena, CA, | Graduated April 2024

- **Major:** Animation
- **Minor:** Creative Writing

Study Abroad: Gobelins, L'École de L'Image — Animation