

Will Pak

Character Design + Animation Production

GOAL

To continue working in production at an animation studio in hopes of landing a freelance or full-time character design role.

EDUCATION

Rhode Island School of Design, Providence, RI

BFA, Film/Animation/Video - 2022

EXPERIENCE

Production Assistant, Titmouse Inc.

Everybody Still Hates Chris, May 2024 - March 2025

- Assisted the production team on the retakes department
- Ran daily reviews with our retake director, assigned out shots on FileMaker Pro, and distributed notes
- Delivered retake batches to Editorial on a daily basis

Production Assistant, Nickelodeon Animation Studio

Plankton: The Movie, July 2023 - Dec 2023

- Processed and filed assets from the vendor studio to our server on a daily basis
- Prepped artist assignments, uploaded files to Syncsketch, and took notes during director reviews

Baby Shark's Big Movie, Oct 2022 - May 2023

- Communicated with artists every day and prepped/sent assignments with deadlines, making sure we hit delivery dates for our animation vendor
- Took notes during design breakdowns, added assets to FileMaker Pro, and completed scene callouts

Production Intern, Nickelodeon Animation Studio

June 2022 - Aug 2022, Burbank

 Assisted the Kamp Koral production team on a variety of tasks such as conforming storyboards, handling callouts and ingesting shipments via Shotgrid

Visual Development Intern, Miyu Productions

June 2021 - Sep 2021, Providence

- Worked on storyboards and visual development for an animated feature film directed by Max Porter and Ru Kuwahata (Tiny Inventions)
- · Created two animatics for the film's teaser plus revisions

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SOFTWARE

FileMaker Pro Toon Boom Harmony Storyboard Pro ShotGrid Adobe Photoshop Adobe Illustrator Adobe After Effects Adobe Premiere Pro Adobe Animate Autodesk Sketchbook Microsoft Office Suite

SKILLS

Character Design Digital Painting Drawing 2D Animation Visual Development Illustration Figure Drawing Storyboarding Adaptability Time Management Organization