

Elaina Kuhlke

CHARACTER ANIMATOR
& MOTION GRAPHICS ARTIST

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AREAS OF EXPERTISE	Character Animation / Motion Graphics Animation / Animation Leadership / Game Development / Client Communication / Deadline Management
TECHNICAL SKILLS	After Effects / Maya / Toon Boom Harmony / Adobe Animate (Flash) / Adobe Photoshop / Adobe Illustrator

PROFESSIONAL EXPERIENCE

Motion Graphics Designer & Video Editor — **SiriusXM** / New York, NY / AUG 2024 – SEPT 2024

I individually created two spots for use at industry convention.

- Designed and animated graphics according to brand guidelines.
- Edited footage and created closed captions.
- Delivered videos on-time, following conference specs.

Senior Animator — **Noggin** / New York, NY / JUNE 2019 – MAY 2024

I led animation teams through all stages of production while ensuring successful and on-time deliveries.

HIGHLIGHTED PROJECTS: *Blue's Clue's & You!* / *Noggin Special Delivery* / *ABC's & 123's* / *Dance Squad* / *Yoga Friends*

AWARDS: 2024 Kidscreen Awards Winner, Best Learning App: *Noggin*

2020 Emmy Awards Nominee, Outstanding Interactive Media for a Daytime Program: *Blue's Clues & You!*

- Animated characters and motion graphics for on-air, short form, long form & interactive content.
- Consistently met deadlines while maintaining exceptional attention to detail.
- Successfully managed complex animation projects through effective coordination of resources, schedules, and communication across teams.
- Mentored animators by providing constructive feedback and guidance on their work which enhanced overall team performance and motivation.
- Developed strong relationships with vendors through clear communication and professionalism, resulting in improved working relationships and quality of work.

Animator (On-air Promos) — **Nickelodeon** / New York, NY / NOV 2018 – JUNE 2019

I created high-quality motion graphics & character animations for television and promotional use.

HIGHLIGHTED PROJECTS: *Blue's Clues & You!* series announcement / *Ryan's Mystery Playdate* series announcement / *Paw Patrol Ultimate Rescue*

- Incorporated feedback into animations effectively, leading to better overall product quality and fewer revisions needed.
- Maintained strong communication with other departments such as modeling, lighting, and effects teams for seamless integration of animated elements.

Animator (Interactive) — **Noggin** / New York, NY / DEC 2016 – SEPT 2018

I created 3D & 2D character animations for interactive use in Unity.

HIGHLIGHTED PROJECTS: *Tot Cop* / *Bubble Guppies* / *Wallykazam!* / *Team Umizoomi*

AWARDS: Irish Animation Awards Winner, Best Animation for Apps, Gaming and Interactive: *Tot Cop*

- Collaborated with game designers, producers and QA to ensure quality delivery.
- Consistently met deadlines under pressure by prioritizing tasks and employing effective time management strategies.
- Combined technical and artistic abilities to accomplish challenging animation objectives.

EDUCATION

School of Visual Arts — **BFA in Computer Art, Computer Animation & Visual Effects** / New York, NY