

# ELAINA KUHLE

ANIMATOR

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## AREAS OF EXPERTISE

Character Animation . Motion Graphics . Previz .  
Interactive (App, Game, Web) . Client Communication

## TECHNICAL SKILLS

Maya . Adobe Suite (After Effects, Animate, Photoshop,  
Illustrator, Premiere Pro) . Toon Boom Harmony . Rive

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## EXPERIENCE

### PREVIZ ARTIST ~ E1 Studios / New York / May '25 – June '25

- Applied motion capture data to 3D characters and animated secondary actions to enhance performance.
- Developed 3D scene layouts & animated camera moves to match storyboards
- Collaborated with composers and rendering team, maintaining alignment with production deadlines and technical requirements.

### MOTION GRAPHICS ARTIST & VIDEO EDITOR ~ SiriusXM / New York / August '24 – Sept '24

- Individually created two spots for use at industry convention.
- Designed & animated graphics according to brand guidelines.
- Edited footage and created closed captions.

### SENIOR ANIMATOR ~ Nickelodeon (Noggin) / New York / June '19 – May '24

- Led animation teams from concept to delivery, ensuring projects were completed on time and to a high standard.
- Animated 2D & 3D characters and motion graphics across various formats, including interactive, short form, long form, and on-air content.
- Managed complex projects by coordinating teams, schedules, and resources effectively.
- Mentored animators and built strong vendor relationships, boosting team performance and production quality.

### ANIMATOR ~ Nickelodeon / New York / Nov '18 – June '19

- Created high-quality motion graphics & character animations for on-air promotional use.
- 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.

### INTERACTIVE ANIMATOR ~ Nickelodeon (Noggin) / New York / Dec '16 – Sept '18

- Animated 3D & 2D characters for interactive use in Unity.
- 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.

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## EDUCATION

### BFA, COMPUTER ART, COMPUTER ANIMATION & VISUAL EFFECTS

School of Visual Arts

2012 - 2016

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