

EMI PETERSON

2D GENERALIST

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Hi!

Dynamic Junior 2D Animator with hands-on experience in visual design and animation. Over two years of professional experience, adept at using Toon Boom and Photoshop to produce engaging visual content. Successfully contributed to various animation projects, focusing on quality and collaboration, leading to more efficient production pipelines. Eager to bring creativity and attention to detail to animation pipelines, ensuring vibrant and consistent animations for all audiences.

Software: Adobe CS, TV Paint, Clip Studio Paint, Toon Boom, Storyboard Pro, Davinci Resolve, Microsoft Office and Google Suite.

EXPERIENCE

2025 – Present, Bartender and Mixologist - Cinnabar

Gained extensive understanding of menus, ordering systems, and cocktails, while accommodating the tastes of frequent customers. Familiarised myself with the venue layout and efficiently assigned tasks among new team members, improving workflow and overall productivity.

2025-2025 Freelance 2D Animator - Tinmouse

For a project for an interactive foley exhibit, I participated in cel animating in Clip Studio Paint, filming personal references, to bringing animatic shots into fluid movements. Conversing with the creative director for regular feedback to complete the given shots to a high standard on a quick deadline.

2025-2025 Freelance 2D Generalist - Finger Industries

Utilising Storyboard Pro and Adobe Creative Cloud for efficient workflow, whilst communicating effectively with the producer and creative director to elevate storyboards and design sequential arts for their client and project.

2024-2025 Freelance 2D Animator - Project under NDA

Harmoniously working with the key animator, cleaning and inbetweening the initial works of the artist before me, and preparing the shot for the colourist.

2024 – 2025, Bartender and Cafe staff - Market Bar and Ilvino Cafe`

Acquired comprehensive knowledge of menus, order systems, cocktails, and pre-mixes for both venues, catering to the preferences of regular patrons. Delegated responsibilities effectively among new staff, enhancing workflow and productivity across both venues under shared ownership.

2023-2024 Concept Artist, Character Animator, Clean-up Animator - La Maupin (2024)

Facilitated effective communication during preproduction and production phases to craft intricate character designs, integrating period costumes and props into 3D models. Optimised time management for clean-up animation, 2D character animation, and colour application, primarily utilising Photoshop.

2024-2024 Rough Animator, Revisionist, 2DFX Animator - Loves Collision (2024)

Reviewed and revised 2D character animation from keyframes, enhancing overall quality. Coordinated with the lead animator to produce captivating 2D magic FX animations within the production pipeline.

2022-2023 In-between Animator, Clean-up Animator, Concept Artist - Till Death Do Us Part (2022)

Collaborated with the core team to create vibrant concept art that enhanced mood and lighting. Performed in-betweening and assisted in the rough animation stages while executing clean-up and line work within the animation pipeline.

PERSONAL PROJECTS

2022-Present Writer, Comic artist -The Raven Who Dared to Wonder (Ongoing)

Managing weekly deadlines, marketing across various platforms, and maintaining the creation of this ongoing webcomic that consists of various anthology-styled shorts about early adulthood and mental health. Created in Clip Studio Paint, with writing and management in Notion.

EDUCATION

2021-2024, BA (Hons) Comics and Concept Art - University of Hertfordshire

Graduating with a first-class degree. Developed diverse skills through the management of multiple projects under both short- and long-term deadlines, with experience in concept art and storyboarding, as well as creating various comics and four short films.

2019-2021, Level 3 Extended Diploma, Animation, and Illustration - West Herts College

Graduated with a distinction. Acquired diverse skills in video and animatic editing, 2D animation, Claymation, and more while producing a series of short animations, branding initiatives, and comics.