

# Delaney Wilson

## animation producer & cleanup artist

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### production experience

#### [Alienated!](#) | Producer, 2D Cleanup Artist | April 2024 - Present

- Senior thesis film. It is a hybrid 2D/3D film, with 2D character and FX animation and 3D layouts. My main role on the production was as producer, though I wore many hats and worked in 2D cleanup animation, editing, storyboarding, and concept art.
- I organized the film using Autodesk Flow (Shotgun/Shotgrid) and [Google Sheets](#) to track production. I scheduled weekly assignments, checked in virtually and in-person with crew members, and managed checkpoints. I worked with my crew closely to maintain a tight schedule of milestones and solve any production or HR issues quickly and effectively.
- Awards: MAKE Thesis Grant, 1st Place (\$3,000 Prize), AltFF Nomination, PFCAT Official Selection.

#### [Daughter of the Sea](#) | Producer, Technical Director | Feb 2023 - Dec 2024

- Produced for pre-production and into early production for the 2D animated short. I organized and directed 30+ artists in different teams for concept art and storyboarding.
- This was a completely remote production, so I scheduled meetings and accommodated different timezones with recordings and detailed notes. I made detailed guides and a masterlist using the Google Suite and organized files on Dropbox. Before the end of pre-production I recruited a full production team.

#### [Where the Water Went](#) | Concept and Layout Artist | Jan 2024 - March 2024

- Designed props, characters and environments for the 2D/3D hybrid film.
- Worked closely with other layout artists to get feedback on sketched, lined, rough and colored layouts. I continued to assist with cleanup and compositing as well.

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### education

#### [Savannah College of Art and Design](#) | Bachelor of Fine Arts in Animation

September 2022 - May 2025, Magna Cum Laude  
Concentration in Story and Concept Development

#### [State University of New York Niagara](#) | Associate in Science in Animation

August 2020 - May 2022, With Distinction, Honors, Phi Theta Kappa, the National Society for Leadership and Success

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### Skills

#### Software

- Autodesk Flow (Shotgun/Shotgrid), Google Suite, Microsoft Suite, Zoom, Discord
- Adobe Photoshop Certified, Premiere Pro, After Effects, Illustrator
- ToonBoom Harmony, Storyboard Pro, Blender 4.3, Autodesk Maya

#### References

- John Webber, SCAD Chair of Animation, Animator at Walt Disney Animation Studios.  
+1 (912)414-9845
- Dennis Robinson, SCAD Animation Professor  
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