

Delaney Wilson

animation producer & cleanup artist

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<https://www.cozyteacups.com>

production experience

Studio Homestead | Director, Producer, COO | June 2025 - Present

- I started working at Homestead as a producer for the studio's opener, running and managing the project as a short test production to solidify the studio's hybrid 2D/3D pipeline.
- I was chosen to direct the studio's first short, a film I pitched called "[The Juniper Tree](#)". As director I work closely with my team, leading meetings, giving notes and drawovers, and working to build the film's online presence. We are currently halfway through pre-production and on track to release the nine minute film in 2027.
- As COO, I work closely with the founders of the company to establish daily goals for the startup company that focus on budgeting, talent acquisition and defined creativity. The studio is steadily building momentum.

Alienated! | Producer, 2D Cleanup Artist | April 2024 - Present

- Senior thesis film. It is a hybrid 2D/3D production, with 2D character and FX animation and 3D layouts. My main role on the film 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. The film is currently in its festival run.

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.

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

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.
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