

# Delaney Wilson

*concept artist and producer*

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## production experience

### *Alienated! | Producer, Concept Artist | April 2024 - Present*

- Senior Thesis film. This film is a hybrid 2D - 3D film that combines the two forms of animation through 2D character and FX animation and 3D layouts. First-place winner of the MAKE Thesis Grant of \$3000.
- Learned to use ShotGrid (Flow) to organize our film through assigning work and keeping a tight schedule throughout pre-production and production. I deepened my understanding of both 2D and 3D pipelines and worked with my crew to create a custom workflow for our film.

### *Daughter of the Sea | Producer, Technical Director | Feb 2023 - Dec 2024*

- Developed the independent short film along with the director. Answered questions about the medium of animation and lead team through organization and fostered a supportive work environment.
- Scheduled checkpoints for our teams, organized meetings, ran task managers and organized files in Dropbox. Frequently checked-in with crew to stay informed with personal workloads and time management. Reviewed incoming portfolios for new crew members.

### *Where the Water Went | Concept and Layout Artist | January 2024 - March 2024*

- Designed props and characters for the film.
- Worked closely with other layout artists and team lead to get feedback and created sketched, lined and colored 2D layouts. Continued on to offer assistance with clean-up animation and compositing in the post-production stage..
- The film was a 50-second-long faux movie trailer completely pitched, created and completed by a small team of students within a ten-week timeline.

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## education

### *Savannah College of Art and Design | Bachelor of Fine Arts in Animation*

September 2022 - Present (Graduating June 2025)

### *State University New York Niagara | Associate in Science in Animation*

August 2020 - May 2022

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## skills

#### Mediums and Software

- Autodesk ShotGrid (Flow), Google Suite, Microsoft Suite
- Adobe Photoshop Certified, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects.
- ToonBoom Harmony Premium, Storyboard Pro, Maya.
- Currently Learning: FileMaker Pro

#### Technical and Soft Skills

- Communication, Problem-solving, Project Management, Time Management, Quick Learner, Excitement and Passion about Animation, Willingness to Learn, Character Design, Prop Design, Environment Art, Traditional Art, Digital Art, Worldbuilding, Concept Art.

#### Awards

- Outstanding Attribution and Achievement in Art Award, May 2022
- Dean's List and President's List, ten consecutive semesters/quarters.

#### References

- John Webber, Chair of Animation at SCAD. jwebber@scad.edu
- Dennis Robinson, Animation Professor at SCAD. derobins@scad.edu

