

Delaney Wilson

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Qualifications

A producer with a comprehensive understanding of 2D and hybrid animation pipelines, and how to navigate each stage of production and its challenges. Through this experience and her background in concept development, she is confident to lead large teams of creatives collaboratively through production.

Experience

Studio Homestead - The Juniper Tree

Director & Producer

Remote
Nov '25 – Present

- Supervised the entire crew to ensure that work was intentionally and accurately portraying the creative vision of the film.
- Managed all elements of the film including scheduling, logistics, leading critiques and creative direction.
- Coordinated each stage of production on the 2D animated film and worked with leads to develop new pipelines.
- Conceptualized the film through extensive historical research and outreach to local organizations based in the film's setting to assure that specific characteristics of the region were included in the film.
- Recruited and oversaw a team of over 50 remote creatives spanning over multiple departments including production management, animation, design, layout, sound, motion media, social media and merchandising.

Studio Homestead - Studio Opener

Producer, 2D Cleanup, Concept Artist

Remote
June '25 – Nov '25

- Assisted the directors in creating a custom hybrid 2D/CG pipeline that would be repeatable for future projects.
- Defined a standard of organization for production management within the studio for use in current and future projects.
- Created example templates for file management, scheduling, recruitment and production guides.
- Publicized the studio and the project through social media and community outreach via networking with other independent animation creators and artists. The studio now has 15K+ followers across a range of platforms.

Savannah College of Art & Design - Alienated!

Producer, 2D Cleanup Lead, Editor, Concept Artist

Savannah, GA
June '24 – Jan '26

- Structured production tracking through the use of ShotGrid, Google Sheets and Dropbox for a crew of 20 artists.
- Created up-to-date dailies presentations to illuminate the film's progress.
- Constructed detailed notes on the director's critiques to streamline communication to the crew and maintain efficiency in a hybrid pipeline.
- Delegated weekly assignments and followed up daily on asset progress to verify proper deadlines were being met.
- Scheduled assets based on specific crew strengths and urgency in production.
- Trained half of the crew in the 2D cleanup pipeline for ToonBoom Harmony.

Savannah College of Art & Design - Unreleased 2D Indie Short Film

Producer, Technical Director, Concept Artist

Savannah, GA
Feb '23 – Nov '25

- Recruited and led a multi-disciplinary team of 65 artists through pre-production.
- Established in-depth guides, spreadsheets and files to ensure consistency and organization throughout production.

Education

Savannah College of Art & Design

B.F.A Animation, Story & Concept Development. GPA 3.83. Magna Cum Laude.

Member of Animation Producers Guild, 2DX, Women in Animation, and Concept Art Club.

Savannah, GA
Aug '22 – May '25

State University of New York Niagara

A.S. Animation. GPA 3.86. Summa Cum Laude.

President of Art Guild. Member of the Honors Institute, National Society of Leadership & Success, Phi Theta Kappa.

Received "Outstanding Contribution and Achievement Award" in regards to the Arts programs at the college.

Sanborn, NY
Aug '20 – May '22

Skills

Software: ShotGrid, ClickUp, Google Suite (Sheets, Docs, Slides, Drive, Gmail, Calendar, Meet), Microsoft Suite (Excel, Word, PowerPoint, Outlook, Teams, OneDrive), Miro, Dropbox, ToonBoom (Harmony, Storyboard Pro), Adobe Suite (Photoshop, Premiere Pro, After Effects, Illustrator, Acrobat, etc.) Blender, Maya, Procreate, DaVinci Resolve

Language: English - Fluent. German - Conversational.

