JULIAN MERCER

ANIMATOR

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PROFESSIONAL SUMMARY

Animator with 6+ years in television and feature animation, working in Maya for 3D character performance and Toon Boom for 2D. Delivers polished shots that hit studio footage targets and stay true to director notes.

PROFESSIONAL EXPERIENCE

Character Animator Jan 2024 - Present
DreamWorks Animation, Glendale, CA

- Animate character performance in Maya for feature film sequences, averaging 4 seconds of approved animation each week.
- Respond to director notes in dailies and reach approval in an average of two to three submissions.
- Build facial and body reference with video and mirror studies, which animation leads cited as a strength in reviews.
- Collaborate with rigging and layout departments to flag rig issues and log fixes within the production tracker.
- Study acting reference from live-action film and sketch thumbnails to plan performance choices before blocking.
- Maintain a shot checklist for timing, arcs, and polish, and submit blocking, splining, and final passes on the dates set by the supervisor.

2D Animator Mar 2021 - Dec 2023
Nickelodeon Animation, Burbank, CA

- Animated TV episode scenes in Toon Boom Harmony from storyboards, completing about 90 seconds of footage per week.
- Cleaned and timed rough animation for two seasons, meeting overseas studio delivery dates.
- Used After Effects for compositing effects and adjustments, saving a pass in compositing on many shots.
- Revised scenes after storyboard changes and cut turnaround to under two days for most revision requests.
- Created a library of reusable walk and run cycles that the animation team applied across episodes.
- Participated in weekly production reviews with the supervising director and tracked retake notes to closure.

Animation Assistant Jun 2018 - Feb 2021
Titmouse, Los Angeles, CA

- Cleaned up rough drawings and in-betweened scenes for an adult animated series in Toon Boom and Photoshop.
- Tracked shots through the production schedule and flagged delays to the line producer.
- Animated short promo cycles for social media that the studio posted for a series launch.
- Drew in-between frames for a 10-minute special, completing roughly 400 drawings a week.
- Backed up and organized project files, keeping a clean folder structure for the studio's overseas partners.

CORE SKILLS

Autodesk Maya | Toon Boom Harmony | Adobe After Effects | Character performance | Posing and timing | Lip sync | Storyboard to animation | Rig use and troubleshooting | In-betweening | Shotgrid production tracking | Reference shooting | Notes iteration | Photoshop | Compositing basics

EDUCATION

B.F.A. in Character Animation, California Institute of the Arts, Valencia, CA

CERTIFICATIONS

Autodesk Certified Professional: Maya | Adobe Certified Professional: After Effects