

SEBASTIAN LEVERETTE

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At my core, I am a passionate employee who thrives in collaborative environments. I built practical studio experience by correcting animations for errors, preparing assets for use by overseas studios, and generating asset designs. Since then, I have worked as a coordinator, where I use my general animation training to organize reports and create video content for use across a large spectrum of mediums.

Experience

[Oct 2021 - Present] **Production Coordinator**

Pure Imagination Studios (Unannounced Projects)

- Work alongside motion capture animation technicians to facilitate live recordings and test capture equipment.
- Generate motion graphics for ideation and visual development.
- Edit video footage for internal use and approvals.
- Take notes during meetings and track art assets through various stages of completion.

[Oct 2020 - Jan 2021] **Background Designer**

Hothouse Productions (Freelance)

- Generate background designs and illustrations ensuring style and quality of project are met in a timely manner.

[May 2020 - Oct 2020] **Production Coordinator / Designer**

Octopie Studio (Wild Life)

- Manage art assets and track design progress using the art database.
- Assign work and communicate notes to artists.
- Prepare assets for shipping and coordinate with outside vendors to maintain deadlines.
- Generate prop designs and illustrations ensuring style and quality of project are met in a timely manner.

[Oct 2019 - Dec 2019] **Production Assistant**

Octopie Studio (Magic the Gathering)

- Manage art assets and track design progress using the art database.

[Dec 2018 - May 2019] **Production Assistant**

Gaumont Television (F is for Family)

- Organize scripts and distribute copies to actors, writers, and production staff ahead of table reads and voice records.
- Automate the addition of over 30,000 assets to the animation asset database.
- Organize events and facilitate communications between our staff and outside companies.

Education

[Aug 2014 - Jun 2016] **Cal State, Northridge**

B.A. in Art with a concentration in Animation

Achievements

**Dreamworks
Critique**

[2015-2016]

Vis Dev

**Best Flash
Animation and
Best Direction**

[2015]

CSUN Art Show

Skills

Photoshop

Animate

Premiere

After Effects

Audition

Maya

Blender

Storyboard Pro

Harmony

Final Draft

Filemaker Pro

Shotgun

Scenchronize

Catapult

Airtable

Notion

Unity