



# MARS MARSHALL

## Storyboard Artist & 2D Animator

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## Software

Toon Boom Harmony  
Storyboard Pro  
After Effects  
Photoshop  
Clip Studio  
Unity  
Unreal

## Skills

Storyboarding  
2D Character Animation  
Character Design  
2D Rig Animation  
Illustration  
Communication  
Teamwork

## Education

### Savannah College of Art & Design

Sep 2017 - May 2021  
BFA in Animation  
Minor in Interactive Design  
& Game Development

### Storyboarding Foundation Series

Jan 2023 - May 2023  
courses administered by  
Andy Cung

## Experience

### Cartuna - Storyboard Artist

Feb 2024

Boarded a country music video on a single day turnaround. Created a storyboard guide for fellow board artists and worked closely with leads to achieve the best final product.

### Cartuna - Storyboard Artist

Apr 2023 - July 2023

Boarded two episodes of "Monster High Mysteries" for Nickelodeon's Youtube channel. Implemented creative compositions while maximizing background reuse.

### Lonely Bros Studios - Producer

Mar 2023 - Current

Acted as producer for an animated musical series. Created production timelines and assisted in organization tasks to keep production running smoothly.

### "Panic" Film - Storyboard Artist

Mar 2023 - May 2023

Volunteered for a student film that visually represents a panic attack. Originally brought on as a revisionist. I reworked many additional scenes to create the tone the director wanted.

### Mongomotion - Animator

Jul 2021 - Sep 2021

Animated for multiple episodes of "Oyunjin", a Mongolian children's cartoon. Added character while staying within the style guide of the show.

### SCADpro x Hospice Savannah - Storyboard Artist, 2D Assets

Mar 2021 - May 2021

Assisted in the creation of multiple VR experiences for patients in palliative care at Hospice Savannah. Created storyboards and did research for initial pitch deck. Animated background assets and assisted in various previs art tasks.

### "A Priceless Proposal" Film - Director

Jan 2021 - May 2021

Created an award-winning short film from concept to post-production. Guided a team of more than 30 artists to achieve a cohesive vision.