

# Lynsey Schaschke

Storyboard Artist  
2D Animator

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## Skills

- Storyboarding
- 2D animation
- Character design
- Asset design

## Software

- Toon Boom Storyboard Pro
- Toon Boom Harmony
- Adobe Creative Suite (various)
- TVPaint

## Credit Highlights

FEBRUARY 2024 - DECEMBER 2024

### Storyboard Supervisor

#### *“Supertato” Series 2*

*(2D rigged animation, 52x7 preschool series)*

Brighton Zoo, UK (remote working)

CBeebies 2024

Supertato is an action-packed comedy/adventure series. I was responsible for creatively directing the storyboards and ensuring the storytelling and characters were transitioned from script to screen in a way that preserved the charm, tone and humour while keeping within the scope and requirements of the show. I was responsible for managing a team of Storyboard Artists and Revisionists, working closely with the Director to produce a Thumbnail pass of each episode to brief the Storyboard Artists. This would also be used when meeting with the Art Director and Lead Environment Artist to assess each episode's scope ahead of boarding. I would also keep the Production Manager informed of progress and flag any problems to ensure we delivered on schedule.

DECEMBER 2021 - AUGUST 2023

### Storyboard Artist

#### *“Brave Bunnies” Series 2*

*(2D rigged animation, 52x7 preschool series)*

Beakus/Glowberry, UK/Ukraine (remote working)

Milkshake 2024

Brave Bunnies is a preschool series celebrating courage, curiosity and diversity. Each episode took 3 weeks to board using **Storyboard Pro**. In addition, I choreographed, boarded and edited the animatics for several dance sequences to be used across the episodes.

AUGUST 2022 - OCTOBER 2022

### Storyboard Artist

#### *“Yakka Dee!” Series 7*

*(2D rigged animation and live action preschool series)*

King Banana & Beakus, UK (remote working)

CBeebies 2023

I provided paternity-leave cover for series 7 of Yakka Dee, a fun and engaging show that encourages pre-schoolers to talk. Using **Photoshop** and **After Effects**, I storyboarded and edited rough animatics for several “Silly Sections” of the episodes.

MAY 2021 - SEPTEMBER 2021

### **Animator**

#### ***“Dead End: Paranormal Park”***

*(2D rigged animation, young adult 20 x 27 miniseries)*

Sellout Pictures 2A Ltd, UK, (remote working)

Netflix 2022

Sellout was contracted by Blink Industries to animate 2 episodes of the highly anticipated series based on Hamish Steele’s “Deadendia” graphic novels. Despite predominantly using rigged animation using **Harmony**.

JANUARY 2018 - DECEMBER 2019

### **Part-time Tutor**

#### ***Animation Undergraduate***

DJCAD, University of Dundee, UK

I taught storyboarding, character design and 2D animation (using **TVPaint**). I held clubs for storyboarding and character design with the 4th years to advise, critique and encourage their interest in these specialist subjects.

APRIL 2019 - AUGUST 2019

### **Clean-up & Inbetweening Artist**

#### ***“Klaus”***

*(2D animated feature)*

Sellout Pictures 2A Ltd, UK

Netflix 2019

We worked with SPA Studios to provide clean-up and inbetweening, producing final line animation for the main characters of the film. We used **Harmony** and had a good feedback system with SPA to ensure our work was up to the high standard the film needed within schedule.

JANUARY 2018 - FEBRUARY 2019

### **Storyboard Artist**

#### ***“Jessy and Nussy”***

*(mixed media animation & live action, 40 x 11 preschool series)*

Jam Media, Belfast (remote working)

Amazon Prime 2020

After working with Jam previously, I was delighted to be working with them again on a new show about a curious little girl and a hidden world of animated friends. I boarded 8 episodes (**Storyboard Pro**, 4 week turnaround per ep) with special attention to the mix of live action with animation.

AUGUST 2016 - MARCH 2017

### **Storyboard Artist**

#### ***“Becca’s Bunch”***

*(Stop motion/3D, 52 x 11 preschool series)*

Jam Media, Dublin (remote working)

Nick Jr. 2018

A show about an adventurous young bird and her friends. Turnaround for each episode was 4 weeks and included roughly timing out an animatic for my weekly drafts (using **Storyboard Pro** for both boarding and editing). My previous experience as a trainee on the stop motion show **OOglies** was invaluable when it came to being aware of rig placement, both from the perspective of a storyboard artist and compositor.

## Education & Training

In addition to the following list, I have also subscribed to self teaching sites including Schoolism, Proko and Creature Art Teacher and will actively seek tutorials, workshops and webinars to learn or improve upon my skills. I'm a regular reader of publications such as Character Design Quarterly and the online animation magazine Skwigly. I also try to attend festivals and conferences such as Annecy and Move Summit.

JUNE 2020

**Adam's Animation Academy -  
Advanced Animation in Toon Boom  
Harmony**  
*Online*

A follow up to the Toon Boom Trainer Animation course from 2019. A more indepth five week course with Adam Oliver to achieve a better understanding of rigged animation in Harmony.

APRIL 2019

**ToonBoom Trainer Harmony  
Animation course**  
*Online*

A five week course with Adam Oliver to achieve a better understanding of rigged animation in Harmony.

JANUARY 2016

**CelAction course with King Rollo  
Films**  
*Sabhal Mor Ostaig, Skye*

Two week intensive course learning **CelAction** 2D animation software with tutor Mat Dame.

AUGUST 2013 - DECEMBER 2013

**Storyboarding for Feature  
Animation with Rad Sechrist**  
*Online*

Online course with **Dreamworks** storyboard artist Rad Sechrist, with particular focus on storyboarding for feature animation.

2008 - 2012

**BA (Hons) Animation and Electronic  
Media**  
*DfCAD, University of Dundee*