

LIZ WEIR KNOX

Animation Design

Phone: (530)219-3056

Email: lizweirknox@gmail.com

Online Portfolio: www.lizwknox.com

PROFILE

- Strong draftsman, proficient at emulating styles and passionate about creating new ones.
- Seven years studio experience with 2d and 3d pipelines.
- Solid communication and problem solving skills with fellow team members and clients.

SOFTWARE SKILLS Photoshop, Flash, Illustrator

EXPERIENCE

Cartoon Network Studios, Burbank Ca - Apple and Onion

Jan 2019- Present

Apple and Onion Season 2

- Character Designer

Apple and Onion Season 1b

- Prop Designer/Character Design Assistant

Titmouse Studios, Hollywood Ca - Big Mouth

Big Mouth Season 3

Jun 2018- Dec 2018

- Character Designer

Big Mouth Season 2

Jul 2017- Dec 2017

- Character Designer

Radar Cartoons/ Panita Productions - A Spricket's Tale: Project in development for TV based on the Horrible Adorables line of characters

Apr 2017 - July 2017

- Visual Development Artist

Shadow Machine, Hollywood Ca - Bojack Horseman Season 4

Oct 2016 - Mar 2017

- Character Designer

Flying Bark, Sydney Au - Production for Global Toy Group

Sep 2015 - Dec 2016

- Character Designer

- Character Painter

Wondermedia, Encino Ca

3d Animated Shorts

Dec 2015 - Oct 2016

- Art Director

Barbara Sinatra Foundation Series

Nov 2014 - Jun 2015

- Art Director

- Lead Character Designer

WonderGrove

Jan 2013 - Oct 2016

- Lead Character Designer

- Concept Development Artist

Titmouse Studios, Hollywood Ca - Black Dynamite, Metalocalypse, 2D Animated Pilot

Mar 2012 - Aug 2012

- Intern Production assistant: Black Dynamite

- Intern Assistant Flash Animator: Production Assistant: Metalocalypse

- Intern Flash Animator: 2D Animated Pilot

EDUCATION

California State University Northridge, Northridge, CA

Aug 2009 - May 2013

- BA in Art, Concentration in Animation