

# ALEXA SEIDNER

## STORYBOARD ARTIST AND 2D ANIMATOR

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### EDUCATION

Rochester Institute of Technology; Rochester, New York  
School of Film and Animation (SOFA); **BFA; Graduated with Honors; May 2014**  
Major: Animation; Minor: Creative Writing

### WORK EXPERIENCE

#### January 2015 – Present - Storyboard Artist /Revisionist

- **Disney Television Animation; Burbank, CA; September 2016-Present**  
Working as a Storyboard Revisionist on the Disney Jr. show “The Lion Guard”.
- **ShadowMachine; Los Angeles, CA; July-August 2016**  
Helped to address notes from the directors, clean up, and revise storyboards as a Storyboard Artist on the Netflix series F is For Family.
- **Stoopid Buddy Stoodios; Burbank, CA; May-August 2015, January-June 2016**  
Worked closely in a freelance capacity on storyboards with the Director, Production Coordinator and Studio on productions including: Lego Scooby-Doo web series, Robot Chicken, Buddy Thunderstruck, SuperMansion, and Geico web commercial.
- **OddBot; Los Angeles, CA; February–April 2016**  
In a freelance capacity, revised, addressed board notes from director, and cleaned up boards as a Storyboard assistant.
- **GRB Entertainment; Sherman Oaks, CA; January-February 2015**  
Collaborated with the production team to help create storyboards for live action film, Bad Night.

#### September–November 2015, September 2016 - VFX Artist

- **Stoopid Buddy Stoodios; Burbank, CA**  
Created digital effects for stop motion series Robot Chicken and SuperMansion.

#### May 2015 – February 2016 - Freelance 2D Artist/Animator on Beast Runner for Big Head Studios; Orlando, FL

- Discuss assets with indie game team while conceptualizing and illustrating aspects for the app game.

#### June-Aug 2012 Animation Production Intern for Hasbro Studios (TRANSFORMERS: PRIME); Burbank, CA

- Helped collect art from the server for artists, scanned and numbered exposure sheets and storyboards, watermarked videos for references, and assisted filling out excel sheets for shipment logs.
- Created a log to help with the show’s continuity.
- Attended production meetings.

### SKILLS

Final Cut Pro, Frame Thief, Dragon Stop Motion, Adobe Photoshop, Adobe After Effects, Toon Boom Animate Pro, Toon Boom Storyboard Pro, Autodesk Maya, Adobe Flash; Use of Mac and PC computers, Wacom Cintiq tablet.

### CONTINUING EDUCATION

Storyboard Workshops; Gesture Drawing Classes; Courses at AAI, Burbank

### REFERENCES

**Jeff Kline:** Executive Producer: TRANSFORMERS: ROBOTS IN DISGUISE;  
Darby Pop Productions (in association with Hasbro Studios); 310-386-6054; [darbypop@gmail.com](mailto:darbypop@gmail.com)

**Ethan Marak:** Director/Producer; Stoopid Buddy Stoodios; 818-333-8603; [ethan@leagueofbuddies.com](mailto:ethan@leagueofbuddies.com)

**Jack Hamilton:** Visual Effects Artist/Supervisor; Stoopid Buddy Stoodios; 978-204-7983; [jhamproductions@gmail.com](mailto:jhamproductions@gmail.com)

**Laura Allen:** Line Producer: Cartoon Network; 818-729-4226; [laura.allen@turner.com](mailto:laura.allen@turner.com)

**Tim Patterson:** Production Manager; OddBot Inc.; 323-646-0757; [timpatterson@gmail.com](mailto:timpatterson@gmail.com)