

# Jessica Boyle

2D Animator | Environment Artist | Illustrator  
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[Portfolio](#) | [Linkedin](#)

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## Professional Summary

Versatile and growth-oriented 2D animator, environment artist and illustrator with experience across collaborative studio pipelines and client-focused projects. Strong track record in maintaining smooth pre-production and production workflows, proven success in coordinating creative teams, delivering polished artwork under tight deadlines and producing visual storytelling that strengthens pitches, shows and brand identities.

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## Experience

### Intern | King Bee Animation (Elstree Studios) | October 2025 - December 2025

- Created concept art, background designs and storyboards for client briefs, pitches and live shows
- Contributed to visual development across 3+ concurrent projects under rapid turnaround
- Strengthened skills in Photoshop, Clip studio and Storyboard Pro while adapting to studio workflow

### Animator | SubTV | February 2025 - June 2025

- Animated a broadcast ident for a network shown across 50+ universities
- Researched Gen Z visual trends to produce engaging motion content for student audiences
- Gained experience in motion graphics, broadcast standards and TV-animation pipelines

### Director and Producer | Animated film Clammed Up | October 2024 - June 2025

- Led a team of 10+ artists through full production, ensuring 100% on-time completion
- Oversaw visual development, animatics, animation, environments, sound and compositing
- Demonstrated exceptional efficiency by cleaning up 36 scenes in under 6 days, accelerating cleanup schedule by 45%

### Exhibition Coordinator | Muralist | June 2025

- Designed and painted a large-scale mural showcased to 500+ exhibition attendees, strengthening the overall visual identity of the event
  - Collaborated with social media leads to advertise promotional idents for exhibition, contributing to an estimated 20% increase in event engagement
  - Developed skills in team leadership, mural painting and visual marketing
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## Software

Toon Boom Harmony | Clip Studio Paint | TVPaint | Moho | Procreate | Adobe Creative Suite (Animate, Illustrator, After Effects) | Photoshop | Storyboard Pro | DragonFrame | Maya | Jira

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## Skills

2D rough & clean-up animation | Lip sync | Environment design | Character design | Storyboarding | Layout | Colour + lighting | Design iteration | Worldbuilding | Asset preparation | Pipeline awareness | Composition

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## Education

### BA Animation | First Class Honours

London College of Communication, University of the Arts London (2022-2025)

### Foundation Diploma in Art & Design | Distinction

Arts University Bournemouth (2021-2022)