

Liz Keene
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Professional Summary

I'm an experienced 2D character animator, director, background artist, storyboard artist and prop designer who has worked on a number of high profile commercial and tv projects. I'm passionate and mindful of the quality of the work I produce. I'm eager to continue to share my knowledge with equally passionate future animators and artists!

Key Skills

Background Design, Character Design, 2D Character Animation, Color Stylist, SFX animation, Prop design, Storyboarding, Directing, Rigging, Compositing, Interdisciplinary learning activities development, Lesson Plan design catering to diverse learning styles, Improvement of students collaboration and communication skills, Curriculum development and execution, Integration of technology in teaching, Student academic advising

Software

Adobe Animate, Photoshop, After Effects, ToonBoom, Storyboard Pro, Adobe Character Animator, Procreate, Clip Studio Paint, Premiere

Education

Art Institute of Boston (now Lesley College of Art and Design)
2008-2012, Bachelors of Arts, Major in Animation, Minor in Illustration

Industry Work

May 2025-August 2025, Cause + Effect, Assistant Animator and Compositor for Marvel's Click youtube series and Assistant Animator and Compositor for Star Wars Droid Diaries youtube series

- Assisting hand-drawn animation with inbetweens and clean-up
- Compositing scenes using the node view in Toon Boom
- Delivering 2D assets and exports to our 3D compositor
- Tracking and coordinating scenes and assets with the director and producer

May 2023-May 2023, Rough House, Lead animator on two shorts for Postmates x AAPI Month featuring Greta Lee and Bretman Rock

- Assisting the director Eunhae Yoo on initial designs and concepts, competing character turn-arounds
- Developing a clean-up guide, creating a scene tracker, assigning work to other animators
- Hand drawn animation and some compositing

October 2022- November 2022, Bleacher Report: Animator on Champions World Cup Special

- Symbol/hand-drawn hybrid animation done in Adobe Animate
- Keeping designs on model
- Achieving at least 16 seconds of animation a week

August 2022- October 2022, Hey Beautiful Jerk: Animator on Zynga

- Symbol/hand-drawn character animation for a 15-30 second short for a new mobile game

May 2022 - July 2022, Nathan Love, freelance animator and storyboard artist

- Storyboarded two shorts for “Got Milk?”
- Animated and rigged characters for an NDA commercial
- Hand-drawn character animation and FX animation on Eminem and Snoop Doggs “From the D 2 the LBC”

April 2022 - June 2022, pocket.watch Animator on Captain Future Pirate

- Rigging characters for Adobe Character Animator
- Creating new props and backgrounds
- Hand drawn character animation and FX animation
- Storyboarded each episode

April 2022 - April 2022, Bleacher Report: Animator on Champions Season 6,

- Symbol/hand-drawn hybrid animation done in Adobe Animate
- Keeping designs on model
- Achieving at least 16 seconds of animation a week

March 2022- March 2022, Titmouse: Retakes Animator on Adult Swim’s Royal Crackers show

- Retiming and reanimating existing animation

November 2021- April 2022, Titmouse: Animator on Paramount+’s Beavis and Butthead feature

- Key animation to colored and cleaned up 2D character animation in Animate
- Keeping designs on model
- Active communication with director and production staff
- Reporting for bi-weekly meetings for scene approval with production and director
- Responsible for achieving at least 500 frames of approved colored animation a week

September 2020-December 2021, pocket.watch; Animator and Creative content creator

- Writing, storyboarding, animating and compositing 20 10-30 second long animated shorts
- Animating, designing props, writing scripts, and rigging characters for Captain Future Pirate series
- Animating and directing two toy commercials for Love Diana
- Storyboarding one episode of Rhymz

August 2021-October 2021, Animator for Hey Beautiful Jerk on Ozzy Osbourne's official music video for "Hellraiser"

- 2D Animate scenes for music video based off of existing character designs
- Export png sequences to deliver to composers

June 2021, Animator for Cut and Run Studio "Nonbinary Gamers" animation for Facebook Pride Month

- Create final character designs based off of art directors concept designs and client notes
- Create 2D animations of characters and edit them into provided live action footage
- Address art directors feedback for final delivery

November 2020-January 2021, Cartuna; Animation director and animator on "Spongebob:Reimagined"

- Manage a small team of animators, storyboard artists and a background designer
- Deliver designs and finished animation to client for approval
- Organize and assign scenes and assignments for animators

August 2020-October 2020, Director on band Mother Feather's music video for song "You're a Dead Man"

- Manage a small team of animators, storyboard artists and a background designer
- Deliver designs and finished animation to client for approval
- Organize and assign scenes and assignments for animators

May 2020- May 2020, Cel Animator for Sparrow Studios on Olympic Aftershocks

- Create hand-drawn animation on shorts highlighting various Olympic athletes
- Animate fluid characters in Adobe Animate

July 2018-June 2020, Cartuna: Animator, Clean up Animation and Director

- Inking and coloring of rough animation in Animate for Facebook series "Liverspots and Astronots," Comedy Central's webseries "Loafy," and Syfy's "Magical Girl Friendship Squad"
- Keeping designs on model
- Active communication with director and production staff
- Responsible for tracking scenes, updating file version numbers and submitting files biweekly for review by the director
- Achieving at least 900-1000 frames of approved clean color animation a week

March 2019-August 2019, ChefsFeed; 2D Animator on ChefsInk series

- Create 2D animations to accent live action footage of a chef describing her tattoos
- Export png sequence for final delivery to client

March 2018, Cartuna: Animator and Clean up animation for MTVs Jersey Shore shorts

- Inking and coloring of rough symbol animation in Animate

- Coordinating shots with fellow animators to keep animation on model
- Submitting work before deadlines

October 2017-November 2017, Genius brands: Retakes Animator for Llama Llama

- Retiming rigged animation in Animate
- Reanimating rigged animation in Animate

August 2017-October 2017, Second Child: Freelance Animator for Chase Commercial

- Character animation and clean up in Animate
- Combining symbol and hand drawn animation
- Brainstorming with director on character animation ideas

January 2017- March 2017, Bleacher Report: Animator on Nike's Small Ball

- Character animation and clean up in Animate
- Submitting at least 15 seconds of finished animation weekly
- Symbolizing and organizing wet character design art into nested symbol character files
- Integrating backgrounds into flash files
- Coordinating possible reuse animation with fellow animators

2016-2017, Adult Swim: Freelance animator, director, storyboard artist for four Adult swim IDs

- Storyboarding and submitting boards to Adult Swim for approval
- Solely in charge of all animation, backgrounds art and acquiring licensed music
- Working with Titmouse to composit the films and deliver to Adult Swim for final approval

2016, Kneeton Studios: freelance animator on Chicago Bulls Moments short

- Hand drawn character animation of action basketball scenes done in Animate
- Incorporating a looser more fluid animation style

2016, Titmouse Studios: Color Key Stylist on Hanazuki Full of Treasures

- Creating palettes for approved props
- Helping background layout meet deadlines by assisting with their workload
- Assisting prop designer by designing prop files to meet deadlines
- Some special effects reuse animation done in Animate
- Keeping colors on theme with designed backgrounds

2016, Titmouse Studios: Animator on Dreamworks Adventures with Tip and Oh, Character animation and clean up

- Character animation and clean up in Animate
- Exporting mov files in After Effects with approved background files for approval
- Combining symbol and hand drawn techniques in Animate
- Keeping an animation quota of at least 500 frames a week

2016, Titmouse Studios: Background layout on TMNT Half Shell Heroes: Blast to the Past

- Producing grey scale background designs based off of the script and storyboards done in Photoshop
- Indicate light and shadow in grayscale background to help color background designers
- Reuse foliage designs
- Collaborating with fellow background layout designers to produce a concise seamless Style
- Collaborating with animators when scenes required overlays or interaction with the background

2015, Titmouse Studios: Animator on China IL Season 3

- Primarily symbol character animation in Flash CS3
- Keeping a 400 frame approved animation quota weekly
- Attending weekly meetings with the directors and entire animation team
- Keeping files organized and updated on the company server
- Exporting mov files in After Effects with approved background files for approval

2014, Titmouse Studios, Inbetweener and Animator on Superjail! Season 4

- Inbetweening character animation and special effect scenes from veteran animators in Flash CS3
- Animating character animation and special effect scenes in Flash CS3
- Attending weekly meetings with the directors and entire animation team
- Maintaining a weekly quota of atleast 300 approved animation frames

June 2013-August 2013, Titmouse Studios, Assistant Animator on Turbo: F.A.S.T.

- Cleaning up rough animation in Flash CS3
- Utilizing the line tool and then breaking the line to shape into a more calligraphic look
- Using the correct line thickness to maintain a consistent line across scenes
- Accessing and using color designs to keep colors on model
- Maintaining a weekly quota of 400 frames of cleaned and colored animation

August 2012-December 2012, Titmouse Studios, Assistant Animator on Superjail!

- Inking and coloring rough animation in Flash CS3
- Following specific line weight, smoothing and zoom settings to achieve a cohesive inked look
- Maintaining a weekly quota of at least 400 frames of cleaned and colored animation

Teaching Experience

September 2025 -Present, Assistant Professor at UMass Dartmouth CVPA

- Teaching Illustration courses Character Design and Environment and Advanced Topics: Sequential Art.

- Teaching Animation and Games courses; 2D Animation, Story Structures and Advanced Topics: Mock Animation Studio
- Providing academic advising to illustration and animation students

January 2024 - Present, Adjunct Professor at Montserrat College of Art

- Teaching the course Pre-Production and Design and Post-Production
- Further developing the course Pre-Production to prepare students for the beginning stages of forming a project; including steps such as Visual Development, Script Writing, Storyboarding, Character Design, Background Design, and Prop Design
- Collaborating with former instructor Hannah O'Neal on the Post-Production course taught to instruct students on compositing, editing and motion graphic techniques in After Effects with a focus on real-world applications

September 2018- May 2025, MassArt Visiting Lecturer

- Teaching courses Intro to 2D Digital Animation, Advanced 2D Digital Animation, Character Animation, Pitch to Pipeline, Independent Study: Creating Pitch Bibles, Independent Study: Character and Special Effects Intensive
- Creating syllabi, lesson planning, researching films for class screenings, creating work files for students to work with premade assets, creating assignments to challenge and inspire students, providing critique and opening students work files and redlining and creating changes to show them how to improve their work
- Researching paid and internship opportunities for students
- Being present and active on schools discord, posting free animation resources for students, posting job opportunities for students, being active for student technical and software questions, providing feedback on students asking for critique
- Creating a welcoming and safe space for all students to learn and express themselves
- Consistently keeping myself up to speed on current industry practices and software to prepare students for future work
- Teaching Industry Standard software including Adobe Animate, Toon Boom and Adobe After Effects
- Lessons cover a variety of topics such as composition, software, animation fundamentals, character animation and design, storyboarding, lipsync, importing and exporting, special effects animation, motion graphics, time management, background design, color, and rigging
- Have guest lecturers currently working in the animation industry come to talk to the students and share their work and answer questions
- Provide 1 on 1 critiques with students
- Organize google drive and discord for efficient communication and easy to access resources
- Advising students during open registration, facilitating cross-registration for other schools in Boston, ensuring students will fulfill their course requirements for graduation.

June 2020-July 2020, MassArt; Summer Intensives and Creative Studios Animation Instructor,

- Create challenging and fun lesson plans and assignments for two age groups, Grades 7-9 and 10-12
- Co-teach alongside two other instructors
- Encourage experimentation with different types of animation, hand drawn, stop motion, and rotoscope

- Topics covered include: eases and arcs, frame rate, squash and stretch, drawing from life, observational drawing, animation smears, drawing with different mediums, and storyboarding

January 2021- May 2023, The University of the Arts, Visiting Lecturer

- Taught the courses Intro to 2D Computer Animation and Episodic Animation Production
- Created a syllabi from scratch with a focus on current industry software and techniques
- Software covered included Adobe Animate, Toon Boom and Adobe After Effects
- Lesson plan, provide animation screenings and create challenging assignments for students
- Organize google drive and discord for efficient communication and easy to access resources
- Lessons cover a variety of topics such as composition, software, animation fundamentals, character animation and design, storyboarding, lipsync, importing and exporting, special effects animation, motion graphics, time management, background design, color, and rigging

March 2018, CityArts, Teaching Artist

- Teaching an after school comic class to a group of middle school students at DelSesto Middle school in Providence, Rhode Island
- Providing materials such as paper, pencils, inking pens, markers
- Planning a curriculum and weekly lesson plans
- Bringing in personal work to share with the students
- Bringing in comics and art books to use as teaching aids
- Engaging the students together with activities such as Jam Comics

Festivals

September 2026, Titmouse Best of 5 Second day in LA

March 2023, Titmouse 5 Second Day Festival in NYC

March 2022, Titmouse 5 Second Day Festival in NYC

March 2016, Titmouse 5 Second day Festival in NYC

March 2018, LASS Ladies Animation Short Screening in NYC.

Organizations

2019-present, WIA, Women in Animation Member

2022-present, Animated Solidarity, Charity Organization Draw-a-thon organizer and event host