

Stephanie “Bas” Trackman

Story Artist, Painter,
Animator

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Portfolio: <https://Strackman.carbonmade.com>

Social media:

<https://www.instagram.com/basbirdie/>

<https://twitter.com/basbirdie>

<https://vimeo.com/strackman>

Work Experience

Animator / Crit Recap Animated for Critical Role - Offworld Studios

September 2021 - July 2022

Worked as an animator at Offworld Studios for the series “Crit Recap Animated”, an adult animated comedy. Plussed storyboard panels, added gags, and utilized a mix of hand drawn 2D and Adobe Animate rigs. Worked on Episodes “The Other Side”, “Family Ties”, and “Weird Magic”.

Storyboard Artist and Animator / NDA Fantasy Short Film

June 2022 - Sept 2022

Worked with the director to develop a short film pilot based on an already existing comic published by said director. Responsibilities included storyboarding and pitching scenes with a focus on drama, acting, and cinematic storytelling.

Storyboard Artist and Layout Artist / “Charlotte” Short film

July 2020 - September 2020

Worked with director Zach Dorn developing the shots for an extremely environment-heavy stop motion film. Made numerous complicated perspective drawings to assist with the story progression and eventual set building.

Education

California Institute of the Arts / BFA Character Animation

September 2017 - June 2021

Rhode Island School of Design / Film/Animation/Video Major

July 2016 - June 2017

Skills

- Proficient in Toonboom Software (Harmony, Storyboard Pro)
- Proficient in Adobe Suite (Photoshop/Animate/After Effects/Premier)
- 2D Animation (hand-drawn and rigs)
- Digital and traditional painting
- Perspective drawing and strong draftsmanship
- Curriculum building, teaching, and mentorship experience
- Interpersonal and communication skills