

GARRETT RAY

2D Animator | Character Designer

garrettray.animation@gmail.com
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EDUCATION

Savannah College of Art and Design

Master of Fine Arts, Animation

2018 – 2020, 2025 – present | completed 70 credits towards an MFA

University of Georgia

Bachelor of Fine Arts, Interdisciplinary Studies Animation

2013 – 2017

EXPERIENCE

Titmouse Inc.

Retakes Animator

- Project to be announced

February 2025 – August 2025

Warner Bros. Animation

Animator

- *Velma*, Season 1 (Max)

- *Deadboy Detectives*, Episode 8 (Netflix)

- *Harley Quinn*, Season 4 (Max)

- *Batman: Caped Crusader*, Season 1 (Prime Video)

- *Creature Commandos*, Season 1 (Max)

June 2022 – November 2024

Atomic Cartoons

Senior 2D Harmony Animator

- *Night at the Museum: Kahmunrah Rises Again* (Disney+)

March 2022 – June 2022

Floyd County Productions

Lead Harmony Animator

- *Dicktown*, Season 2 (FXX)

August 2021 – February 2022

Harmony Animator

- *America: The Motion Picture* (Netflix)

- *Marvel's Hit-Monkey* (Hulu)

September 2019 – July 2021

Oglethorpe University

Adjunct Instructor of Studio Art and Animation

- Taught Computer Animation and Painting

January 2018 – 2019

Paperboy Games

Lead Character Designer

- Designed Characters and enemies for mobile combat games

2016

SOFTWARES

Toon Boom Harmony

Toon Boom Storyboard Pro

Adobe CS

Autodesk Maya

Autodesk Sketchbook Pro

TVPaint

ZBrush

SKILLS

2D Hand-drawn Animation

2D Puppet Animation

Character Design

Storyboarding

Illustration

Concept Development

Can quote 100% of the *Simpsons Movie* with impressions

AWARDS/HONORS

Savannah College of Art & Design

Academic Honors Grad Scholarship

SCAD Achievement Grad Scholarship

- Winter 2018 – May 2019

University of Georgia

Summa Cum Laude

- 2017

Official Mayoral Proclamation for Public

Mural | Rutledge, GA

- 2017