





Elisha Black

2D ANIMATOR + CONCEPT DEV

CONTACT

 404-429-3595

 Sheiladreamstudios@gmail.com

 <https://elishablack1031.wixsite.com/dream>

EDUCATION

Savannah College of Art and Design — Savannah, GA

BFA in 2D Animation, Minor in Concept Design | Cum Laude
09/2021 – 05/2025

SKILLS

SOFTWARE:

Toon Boom Harmony, Adobe Animate, Adobe Photoshop (certified), Adobe After Effects, Adobe Illustrator, Adobe Premiere Pro, Final Cut Pro, Procreate, Autodesk Maya, Google Workspace, ShotGrid, SyncSketch, Canva

TECHNICAL:

2D rough animation, cleanup and color, visual effects animation, compositing, storyboarding, layout design, concept development, character design, keyframe animation, video editing, 3D blocking for 2D pipeline, illustration, motion design

PROFESSIONAL:

Communication, time management, organization, adaptability, teamwork, problem-solving, customer service, training and mentorship, pipeline documentation, production coordination, cross-department collaboration

ACHIEVEMENTS

09/2021 – 05/2025 | Academic Honors Scholarship,
Achievement Honors Scholarship, GA HOPE Scholarship, Dean's List

OTHER INVOLVEMENT

02/2023 – 05/2025 | Women in Animation (SCAD Chapter)
09/2023 – 05/2025 | 2D Xtreme (Member)

WORK EXPERIENCE

02/2021 – 05/2021 | Kroger - E-commerce Clerk | Woodstock, GA

- Picked and packed online grocery orders in under 35 seconds or less with 95% accuracy.
- Communicated with customers regarding substitutions and order updates.
- Maintained stock levels and ensured product freshness.

09/2020 – 12/2020 | Pike Nurseries - Seasonal Cashier | Woodstock, GA

- Handling checkout transactions efficiently, including cash, credit, and returns.
- Delivering friendly customer service by answering questions and offering product suggestions.
- Maintaining a clean and organized front-end area to ensure smooth store operations.
- Supporting seasonal merchandising by setting up displays and restocking items.

CREDITS

09/2024 – 05/2025 | “Hell Hath No Memas: Gooby Shriwwatson!” Short Film - 2D Animation Lead

Directors: Kyle X Johnson and Saniya Clark

- Led a team of 6 animators and collaborated across departments to complete production
- Co-led Monday, Wednesday, and Friday meetings
- Trained story and layout artists in animation, cleanup, color, and compositing to meet tight deadlines.
- Provided drawovers, critiques, and ongoing production support to maintain consistency and quality via SyncSketch, ShotGrid, and Discord.
- Built workflow guides, schedules, and documentation to streamline team coordination.
- Contributed hands-on to rough animation, cleanup, color, layouts, and final compositing.

01/2024 – 04/2024 | “Where the Water Went” Short Film - 2D Animation Generalist

Directors: Andrew Erbskorn and Kaylee Dickey

- Animated rough character performances to support story and pacing.
- Completed required revisions given by leads and directors during meetings.
- Completed cleanup and color for character and effects animation.
- Contributed to final compositing for multiple scenes.
- Designed and painted background assets to match established visual style.
- Designed and painted layouts used for production.
- Collaborated with team to maintain consistency and meet production deadlines.

09/2024 – 11/2024 | “Naranja” Short Film - 2D Animation Generalist

Director: Stacia Black

- Animated rough character performances to support story and pacing.
- Completed required revisions given by leads and directors during meetings.
- Completed cleanup and color for character animation.
- Contributed to final compositing for multiple scenes.
- Designed layouts used for production.
- Collaborated with team to maintain consistency and meet production deadlines.