

NILAH MAGRUDER

n.magruder@gmail.com, <http://www.nilahmagruder.com>

STORY / ANIMATION EXPERIENCE

Lead Concept Artist, Soapbox Films, Burbank, CA. 2012-2015

- Storyboarded original animation vignettes for the promotion of upcoming films from Walt Disney Animation Studios, Pixar, Marvel Studios, Dreamworks Animation, Blue Sky Studios, and Disneytoon Studios.
- Developed concept art and production sketches for original content aired on the Disney Channel, ABC Family, NBC (during the 2012 Summer Olympics) and other networks.
- Created storyboards and concept art for book trailers, live-action film pitches, and short films.
- Produced illustrated graphics for the Nerdist Channel series *All Star Celebrity Bowling*.

Storyboard Artist, Focal Press, Waltham, MA. 2011-2012

- Developed storyboards for the second edition of *Ideas for the Animated Short: Finding and Building Stories*.
- Assisted in script development and edited the final storyboards into an animatic to the author's specifications.

Storyboard Artist, Ventana Productions, Washington, D.C. 2011

- Storyboarded commercial pitches for the NOAA and Sistema Universitario Ana G. Méndez.

Story Intern, Sony Pictures Animation, Culver City, CA. 2009

- Developed storyboards for *Open Season 3*, a feature-length CG film released direct-to-DVD in 2011.
- Storyboarded six scenes, averaging 40 panels per scene, focusing on consistency of character, sequence continuity, and staging.
- Pitched boards to the director and producer of the film, and president of production.

Director, short film *Fairy Cake*, Sarasota, FL. 2009-2010

- Wrote, storyboarded, and developed visuals for a two-minute computer-animated film, *Fairy Cake*, with input from classmates and six to eight faculty members during intensive critique sessions.
- Modeled and textured two characters and a fully dressed kitchen environment.
- Animated nine rigged characters (seven duplicates of one model) and props.
- Lit, rendered, and composited to create the final look of the film with a combination of Maya, Renderman, and Nuke.

EDUCATION

Ringling College of Art & Design, Sarasota, FL

B.F.A. May 2010

Major: Computer Animation

SOFTWARE / TOOLS

Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Corel Painter, Adobe Premiere, Adobe After Effects, Adobe Encore, Nuke, Final Cut Pro, Dreamweaver, Microsoft Office, WACOM tablet, CINTIQ.

Portfolio and references available upon request.