


# LAUREN GRAMPREY

animation director + illustrator

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 LaurenGramprey.com

 917-496-0807

## A LITTLE ABOUT ME

I'm an award-winning director and I thrive on creating order from chaos. I'm used to fast-paced work environments where I must repeatedly pivot and deliver successfully against overlapping deadlines and projects. I am a team player and a proven team leader. I've built my 20+ year career with a steady mix of Agency and Television Production work. While creative roles have made up most of my career, I am open to any role where I feel I can bring my positive energy, organization, creative thinking, attention to detail, and operational skills.

## SKILLS & STRENGTHS

Animation Direction, Animation, Art Direction, Storyboards, Character Design, IP Development, Illustration, People Management, Budgeting, Scheduling, Creative Thinking, Problem Solving, Attention to Detail, Organization, Training, Communication, Multi-Tasking.

## APPLICATIONS

- Adobe Creative Suite
- Google Suites
- Microsoft Office
- Asana
- Toon Boom Storyboard Pro
- Autodesk Shotgrid.

## EXPERIENCE

### VP OF ANIMATION PRODUCTION | SR. ANIMATION DIRECTOR HOLLER STUDIOS • 2019-2023

I worked closely with our EVP, Head of Studio to manage and direct staff, build production and sales pipelines, create and present client proposals, and train and lead a team of multi-disciplined artists. I also worked with our Sales and Customer Success teams and directly with clients to create and deliver innovative, award-winning, and highly successful bespoke brand campaigns for major companies. I directed and worked alongside my team to develop original IP for animated shorts and series, as well as stickers and GIFs for texting and payment platforms such as Venmo. I also built and managed our company website and assisted with setting up our email newsletter. Clients included McDonald's, Coca-Cola, AB-InBev, Molson-Coors, Disney, HBO, IKEA, Diageo, Häagen-Dazs, and more.

### STORYBOARD REVISION | STORYBOARD ARTIST | 2D ANIMATOR NICKELODEON • 2015-2019

I began work as a storyboard revisionist, later being promoted to storyboard artist, and ultimately ending my tenure as a 2D animator on the Nick Jr. preschool series, "Blaze and the Monster Machines". I also performed occasional pre-production design work and assisted the Storyboard Supervisor in delegating work and ensuring delivery when needed.

### ART DIRECTOR | ILLUSTRATOR | STORYBOARD ARTIST GREY ADVERTISING, NY • 2014-2018

I worked as a full-time Art Director and Illustrator and later a freelance storyboard artist on the Hasbro accounts, creating storyboards, animatics, and key visuals for toy commercials. Brands included Star Wars, Transformers, Marvel Superheroes, Disney Princesses, My Little Pony, and more.

### STORYBOARD ARTIST SAATCHI & SAATCHI • 2011-2014

I worked as a storyboard artist, creating testing boards, agency boards, and animatics on General Mills accounts, including Trix, Honey Nut Cheerios, GoGurt, Lucky Charms, and more.

## EDUCATION

### BFA ANIMATION • SCHOOL OF VISUAL ARTS

I studied every facet of 2D animation, including acting, writing, storyboards, design, animation, compositing, editing, and filmmaking.