

Julie (Nhung) Le

2D Animator

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Versatile 2D Animator with a strong foundation in character acting, timing, and visual storytelling. Expertise in bringing characters to life using Toon Boom Harmony and Adobe software. Adept at working collaboratively with creative teams to produce animations that support engaging narratives and capture unique character moments across various media.

PROFESSIONAL EXPERIENCE

Freelance Animator & Illustrator *Self-Employed (Jan 2019 – Present)*

- **Delivered over 50 custom 2D illustrations and animations** for short films, indie games, and marketing, ensuring dynamic, expressive character performances aligned with client narratives and creative goals.
- **Achieved 5-star ratings** on platforms like VGen for creativity, timeliness, and clear communication.
- **Developed and pitched an animated series to Adult Swim Smalls**, resulting in ongoing collaboration with a follow-up meeting scheduled for January 2024.

Animator and Background Illustrator *Team Treats (Jan 2024 – Present)*

- **Contributed to a demo released in November 2024 that garnered over 25,000 downloads**, receiving positive feedback from both players and the team.
- **Designed and implemented a custom Toon Boom Harmony rig**, optimizing workflow for animation integration in the opening cutscene, ensuring strong character acting and expressive performances.
- **Edited animatics and added new panels**, refining timing, audio, and visuals to align with the updated narrative and creative direction. Produced polished frame-by-frame and rigged animations alongside hand-drawn backgrounds to enhance the storytelling and visual cohesion.

Animator *Creativity, Inc. (August 2024 – October 2024)*

- **Created dynamic, emoji-style animations using Toon Boom Harmony and After Effects**, focusing on timing, expression, and audio synchronization for a high-profile licensed toy project.
- **Streamlined asset export workflows** for compatibility with technical specifications, supporting retail materials for a major toy project.
- **Collaborated across time zones** to troubleshoot creative challenges, adapt feedback, and deliver animation sequences that met both aesthetic and functional requirements.

EDUCATION

Bachelor of Fine Arts in Animation *Savannah College of Art and Design (2019 – 2022)*

Graduated magna cum laude, focusing on 2D animation, character design, and visual storytelling. Led and contributed to multiple student films, managing class servers and providing technical support to peers.

SKILLS

Software & Skills: Toon Boom Harmony, Adobe After Effects, Adobe Animate, Clip Studio Paint, Storyboard Pro | Character Acting, Timing, Posing, Squash & Stretch, Lip Sync | Remote workflow management, Cross-team collaboration, Feedback integration