

MARISSA BERNSTEL

www.mbernstel.com

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Storyboard Artist on "Little Demon" — ShadowMachine — North Hollywood, CA — December 2021 — Now

- Responsible for thumbnailing, storyboarding, and cleaning sequences from the script based show "Little Demon".

Storyboard Artist on Duncanville S3 and "Special Projects" — Bento Box Entertainment — North Hollywood, CA — April 2021 — December 2021

- Responsible for thumbnailing, storyboarding, and cleaning sequences from the script based primetime show Duncanville. Tasks include drawing characters very on model, and providing detailed acting breakdowns for outsourcing with very quick turnaround times.

Storyboard Artist / Revisionist on Netflix's "Dogs in Space" — Atomic Cartoons - Burbank, CA - April 2020 - March 2021

- Responsible for revisions and storyboards, boarding from scripts as well as director's notes from Netflix and Atomic Cartoons to create drawn sequences that were animatic ready, starting from thumbnails to roughs, then comps and final

Storyboard Artist on Primetime show "Bless The Harts" — Titmouse — North Hollywood, CA - October 2019 - April 2020

- Responsible for analyzing scripts and director's notes to create drawn sequences that are animatic ready, starting from thumbnails to roughs, then comps and final.

Storyboard Revisionist on Primetime show "Duncanville" — Bento Box Entertainment — North Hollywood, CA — May 2019 — October 2019

- Responsible for analyzing scripts and director's notes to create drawn sequences that are animatic ready, making appropriate fixes and tweaks, drawing characters on model in a timely manner, and working collaboratively with all areas of the television production pipeline.

Storyboarder on "Star Wars the Clone Wars" -- Lucasfilm Animation — San Francisco, CA — May 2018 — April 2019

- Responsible for taking scenes from script into first pass (drawn thumbnails) and then into final layout with Lucasfilm's proprietary 3d software. Boards are a combination of drawing and 3d.

Cinematic Artist, Telltale Games — San Rafael, CA — May 2016 — November 2017

- Created in game cutscenes from their First Pass to the Final Polish of the finished game.

ANIMATION INTERN, Disney Consumer Products — Glendale, CA — January 2015 — January 2016

- Responsible for creating 2D and 3D animations as well as storyboards for Disney, Pixar, and Marvel themed storybook apps.

COMPUTER KNOWLEDGE Storyboard Pro, Autodesk Maya, Motion Builder, Adobe After Effects, Adobe Premier, Photoshop and Illustrator, Adobe Animate, Unity, Zbrush,

EDUCATION Ringling College of Art and Design Sarasota, FL, The Animation Collaborative - Visual Storytelling Program 2019