

# Therese Kerner

3D Animator | Character Animator

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Animator trained under Hollywood directors from Warner Bros., DreamWorks, and Don Bluth. Skilled in character animation, acting, body mechanics, and dialogue performance. All reel work was delivered to industry standards through studio pipelines and weekly director-supervised revision cycles.

## SOFTWARE & TECHNICAL SKILLS

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3D Animation: Proficient in Autodesk Maya, Unreal Engine, Blender, Nomad Sculpt.

2D Animation: Background in classical animation, knowledge of draftmanship, gesture, appeal.

Storyboard: Proficient in Storyboard pro and delivers high quality boards within a timeframe.

Highly adaptable to new software, pipelines, and programs.

## PRODUCTION WORK / DEMO REEL HIGHLIGHTS

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### Fox · Acting Scene

*Directed by Gavin Dell | Animator & Director | Warner Bros.*

Animator: Looney Tunes: Back in Action

Stylized acting scene in the style of Zootopia, completed under a Warner Bros. director.

- Skills: character dialogue, acting, timing.

### Toy Story · Woody Acting Scene

*Directed by Kyle Jefferson | Animator & Director | DreamWorks*

Animator: The Prince of Egypt · Shrek

- Woody from *Toy Story*, animated from dialogue under a DreamWorks lead animator.
- Skills: character dialogue, acting, body mechanics.

### Spiderverse · Gwen Dance Scene

*Directed by Gavin Dell*

- Full-body dance animation featuring Gwen from Into the Spiderverse
- Skills: body mechanics, arcs & timing, closely following reference.

### Arcane · Jinx Emotional Scene

*Directed by Gavin Dell & Kyle Jefferson*

- Emotional performance scene featuring Jinx from Arcane, taking direction and feedback under two Hollywood directors.
- Skills: subtle acting, emotional performance.

## TRAINING & PRODUCTION EXPERIENCE

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### Professional Certificate in 3D Animation — Hollywood Animation Academy

*Kansas City, MO | 2024-2026*

- Instruction delivered by working Warner Bros. and DreamWorks directors, with weekly check-ins and iterative feedback on production-grade assignments.
- Covers 3D character animation, acting, dialogue performance, body mechanics, and studio pipeline workflows in Maya.

### Certificate in Classical Animation — Don Bluth Animation Academy

*Online | 2022-2023*

- Completed a certificate program under the direct instruction and personal standard of Don Bluth, with assignments reviewed and approved under his direction.
- All assignments were completed on paper, developing foundational skills in draftmanship, acting, body mechanics, and timing.