

Tianna Marie Belcher

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New York, NY

2D ANIMATOR, CHARACTER DESIGNER, AND PRODUCTION ASSISTANT

2D Animator and Production Specialist with a BFA in 2D Animation from the School of Visual Arts and hands-on experience at Nickelodeon Animation. Passionate about bringing stories to life, I thrive in the fast-paced world of production, blending creativity and precision to keep projects on track and teams inspired. Whether it's crafting unique characters, coordinating Emmy-worthy reels, or diving into collaborative workflows, I bring energy, adaptability, and a love for visual storytelling. Also, as a proud cat mom to Jasper, I know the value of curiosity, dedication, and finding joy in every project.

PROFESSIONAL EXPERIENCE

Nickelodeon Animation: Blaze and the Monster Machines

06/2024 - 08/2024

Writing/Research & Production Intern

Supported production on Blaze and the Monster Machines by managing audio trackers, maintaining episode summaries, and documenting notes from storyboard kickoff, Previs, and script review meetings. Conducted Proxy reviews to identify lighting pass issues and suggested UGI and Alpha Layers for optimization. Researched children's responses to episodes at their schools, presenting actionable feedback to the team. Contributed to the Nickelodeon Plus streaming project with marketing research and promotional strategies. Organized CG and 2D assets, ensuring seamless server management, and produced Emmy submission reels using Adobe Premiere.

Virgin Islands Department of Education

06/2022 - 07/2022

S.T.E.A.M Summer Art Teacher

Integrated S.T.E.A.M principles into art education to create holistic and interdisciplinary learning experiences. Collaborated with educators to develop cross-disciplinary projects that combined art with science, technology, engineering, and mathematics, fostering teamwork and academic growth. Coordinated and curated student art exhibitions highlighting the fusion of creativity with scientific and technological concepts, promoting community pride and achievement.

2D Animated Student Film: Amor Con Carnegie

09/2021 - 02/2022

Production Coordinator

Managed production schedules across all phases—pre-production, production, and post-production—ensuring timely completion of deliverables. Coordinated communication between animators, storyboard artists, sound designers, and directors to maintain a seamless workflow. Led team meetings and production reviews, providing progress updates, resolving challenges, and fostering a collaborative and creative environment.

Beneath a Cursed Moon: Michael Mazur

06/2020 - 01/2021

Freelance Character Designer

Created original 2D character designs for tabletop games, focusing on unique personalities, appearances, and traits aligned with the project's narrative. Produced detailed sketches that conveyed emotions, motivations, and character arcs, enhancing storytelling. Adapted design styles to meet various project requirements, showcasing versatility across different genres and audiences in the tabletop game industry.

EDUCATION & CERTIFICATIONS

Bachelor of Fine Arts

Major: 2D Animation

School of Visual Arts (09/2019 - 05/2023)

Portfolio

<https://tiannabelcher01.wixsite.com/tiannabelcherart>

SKILLS

Technical Skills: Adobe Animate, After Effects, Toon Boom Harmony, Clip Studio Paint EX, Nomad Sculpt, Final Draft, Celtx, MediaSilo, CineSync, Microsoft Excel, Blender, Video Editing, 2D Animation, Motion Design, Compositing, Character Design.
Professional Skills: Project Management, Script Writing, Communication, Leadership, Organization, Teamwork, Adaptability, CG Pipeline, Problem Solving, Time Management.
Tools & Platforms: Zoom, Asana, Microsoft Teams, Microsoft Office Suite (Excel, Word, PowerPoint).