Ingo Raschka she/her

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646 750 7745

video • animation • art • motion graphics • teaching • writing
photoshop • animate • after effects • TVpaint • maya • blender

As a freelance or in-house animation contractor, I can produce all visual elements or focus in a specified role. I do character design, 2D animation, editing, compositing, writing, storyboards, and motion graphics. I am communicative, experienced, and accustomed to meeting deadlines. I am most comfortable working with others.

Freelance and in-house contract work

Bento Box *Los Angeles*
2022
- "Tales of a Femcel Porn Addict" animated social media short.
- Script, storyboard, design + all visual elements.
- Flash/Animate, After Effects, Photoshop, VQGAN + CLIP

BBC *London*   2021
- "Wastemen" animated short directed by Solomon Triffitt
- 2D rough animation
- Pencil and paper, Adobe Photoshop.

FX Networks Trailer Studios, *Los Angeles*   2021
- "Cacophony" educational animated short for learning vocabulary..
- Storyboard + all visual elements from script.
- Ae, An, Ps, mixed media.

Black Anime + Louis Vuitton Los Angeles
2020
- Rough 2D animation and animation direction for projection-mapped fashion show visuals and menswear season video.
- Pencil and paper, Adobe Animate.

Adult Swim *Off The Air,* Los Angeles
2020
- "Neighborhood Renewal" directed by Matt Reynolds
- Assistant rough and clean 2D Animation. Adobe Animate.

Vice News New York
2019
- "Permanent Record" book interview with Mary H.K. Choi for Vice News Tonight.
- Storyboard + All visual elements. Adobe An, Ae.

Hornet Inc. New York
2019
- Rough 2D animation – Mountain Dew spots.
- Toon Boom Harmony.

The Good Company Tokyo
2018
- "TOXGO" animation for a billboard in Shibuya.
- 2D animation
- Adobe Animate

Cartoon Network Los Angeles
2018
- "After School Super" pilot by Grossbus Animation
- Previsual exploratory character design.
- Pencil, Paper, Adobe Photoshop.

Adult Swim Horrible Planet, Los Angeles
2017-2018
- Adult Swim series "Lazor Wulf" in-house character designer
- character design from screenplay for all of season one

- Color design from limited palette
- Exploration, rough, clean, turnarounds
- Rigging and body part separation
- Adobe Animate

JibJab, *Ask The Storybots,* Los Angeles
2017

- "How do computers work?" for Netflix's *Ask The Storybots.*
- All visual elements from base animatic.
- Adobe Animate, Photoshop, After Effects

Sun Creature, Copenhagen
2016

- 2D rough and clean animation.
- TVPaint

AWGE, Los Angeles
2016

- All visual elements – social media video.
- Adobe Animate, Photoshop

Signe Baumane Studio, New York
2013

- 2D coloring: "Rocks in my Pockets."
- Adobe Photoshop

Education

Teaching As Art creative teaching course • Taeyoon Choi *SFPC*   2020
- Experimental teaching course where we wrote our own curriculums

Digital Love Languages coding course • Melanie Hoff **SFPC**   2020
- Introduction to Python, Colab, ipynb

Character Animation BFA • **California Institute of the Arts**   2017
- Four-year animation undergraduate program with requirements to create four short films and many other projects.

Teaching

Odyssey House NYC   2019–2022
- One year as teaching assistant for a recovery program art room for purposes of therapy and assisting patients in recovery from drug addiction and/or living with mental illness.

Calibraska Omaha *Character Animation 2.0*   2021
- Six-class digital animation summer course for ages 7-13.

Royal College of Art London *Artist Talk: Instant Cartoon*   2021
- Requested by RCA students getting their MFA in animation: an artist talk on the subject of limited animation.

Type Faces *SFPC*   2021
- A lecture on the history and practice of cartoon character design. Final for Taeyoon Choi's "Teaching as Art" course.

Festival Recognition

Rockaway Film Festival, *Selection*	2019
Ottawa International Animated Film Festival *Premiere*	2018
GLAS animation festival, *Selection*	2017
CalArts Producer's Show, *Peers' Pick Award*	2016