Anika Sheel

2D Character Animator | Character Artist

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Work Experience

Character Animator, Layout Artist, Maquette Sculptor | *'Nimbus'*
July 2026 – Present

- Collaborated with leads and director to develop the 2D animation pipeline for a 3-minute film.
- Utilized Toon Boom Harmony to deliver expressive character acting through rough and final animation.
- Developed a digital maquette alongside lead character artist to assist in character concept and maintaining consistency across style guides and animation.
- Completed 15+ shots of character layouts.

Director, Character Artist, 2D Creature Animator | *'Plastic Love'*
March 2026 – May 2026

- Directed and self-produced a 2D comedy short.
- Developed character concepts, turnarounds, and cohesive style guides for lead flamingo character.
- Responsible for rough and final animation for 7+ shots of avian creature animation in Toon Boom Harmony.

2D Character Animator | *'Chevalerie'*
January 2026 – March 2026

- Provided rough animation for lead knight character in Toon Boom Harmony.
- Character performance with a focus on subtle acting and micro expressions.
- Effectively worked under the character lead animator for timing and performance reviews, and file submissions.

2D Character Animator | *'Mixed Media'*
January 2026 – March 2026

- Rough animated 6+ characters for traditional and rig animation pipelines in Toon Boom Harmony.
- Effectively communicated with production manager and animation leads for character acting notes, reviews, and file submissions.

Community Engagement

SCAD TVfest 2024 Student Volunteer

- Guided and led attendees of the event
- Delegated TVfest honorees and guest speakers

Sugarland Art Museum Volunteer 2025
Women in Animation Member 2026
Study Abroad Program: Annecy Animation and MIFA Festival
Annecy, France | 2026

Education

Savannah College of Art and Design
Bachelor of Fine Arts, 2D Animation, Technical Animation Atlanta, GA

- Worked on 15+ SCAD Productions

Software

Toon Boom Harmony, Adobe Photoshop, After Effects, Premiere Pro, Maya, ZBrush, Substance Painter, Marmoset Toolbag, Arnold Renderer, Marvelous Designer

Skills

Technical

2D Character Animation, 2D Creature Animation, Compositing, Character Sculpting, Modeling, Topologizing, Lighting, CG Compositing, Surfacing, UV Mapping

Professional

Observant, Communicative, Collaborative, Problem-Solving, Adaptable, Detail-Oriented, Resourceful, Time Management

Languages

- English
- Hindi

Awards, Certificates, Competitions

Dean's List | 2023 – Present

***'Chevalerie'* | Contributing Artist**

- The Rookie Awards 2026
  Best 2D Film of the Year

***'Fairy Play'* | Contributing Artist**

- The Rookie Awards 2025
  Draft Selection
- Out on Film Festival 2025
  Official Selection