

# Bill Drastal

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## Storyboard Professional

<http://billdrastal.com/storyboards>

### Summary

A proven artist and storyteller with extensive experience in the animation industry. Diversified background in television animation production and video game development. Known for delivering fun and entertaining work. Professional with a positive and upbeat attitude regardless of deadline pressure. Always goal driven and looking to finalize projects on time at high quality. Able to learn new software and apply them to different production pipelines.

### Skills

Drawing, Storyboarding, Character Design, Background Design, 2D animation, Caricature, Gesture Drawing, and Character Rigging in Adobe Animate.

Software: Storyboard Pro, Adobe Animate, Photoshop, Illustrator, After Effects, Sketchbook Pro, Harmony.

## Experience

### **Bento-box Entertainment - Storyboard Artist**

*Jan 2019 - Present*

- Worked as an in house storyboard artist, creating storyboards from scripts, editing and animating animatics and adding sound effects.
- Storyboards and animatics created with Storyboard Pro.

### **Warner Bros Animation - Storyboard Artist**

*Oct 2017 - Oct 2018*

Created storyboard animatics for the script driven show “Yabba Dabba Dinosaurs”

- Worked as an in house storyboard artist, creating storyboards from scripts, editing and animating animatics and adding sound effects.
- Storyboards and animatics created with Adobe Animate.
- Worked directly with directors, producers and the showrunner to help take on extra work load, tighten boards, fix acting and reboard sequences.

### **Dan Clark Productions - Storyboard Artist**

*June 2017 - Oct 2017*

Created storyboards for episodes of the script driven, 3D animated show “Tasty Tales of The Food Truckers”

- Worked as a freelance board artist, coordinated with producers and directors remotely to take and apply notes.
- Storyboards created with Storyboard pro.
- Met all milestones and deadlines and completed two episodes ahead of schedule.
- Incorporated 2D animation principles as well as cartoon comedy timing and acting.

### **USC Virtual Research Navigator for Children’s Hospital LA (CHLA)**

*May 2017- Jan 2018*

Produced 6 animated Vignettes for USC advanced technology division’s Virtual Research Navigator project. A virtual guide application to help patients at Children’s Hospital answer questions about onsite research studies.

- Produced 6 short informative animations, average length was 3 min.
- Designed all characters for project.
- Hired Voice actors for both english and spanish language versions.
- Created storyboard animatics for all 6 vignettes using Adobe Animate
- Coordinated with teams from USC and Children's hospital.
- Project was completed on budget and on time and is currently in use at Children's Hospital LA.

## **Bill Drastal Productions**

*January 2009 - PRESENT*

Created art and animation solutions for clients in various industries and across multiple digital platforms.

Selected client list includes; **Renegade Studios, Smorgasbord Productions, Glasslab Games, Plug Dj, Flaming Medusa Studios, Thermasol Steam Showers.**

- Created engaging character designs for short Educational films for children.
- Created clear and dynamic storyboards and animatics for client projects.
- Developed game art assets for mobile and social games, including characters, animations and UI elements

## **Playtika, Santa Monica - Artist and Animator**

*January 2016 - July 2016*

Responsible for delivering character art, animations and art assets for Bingo Blitz. Coordinated with Art Director, Engineering Team, and Marketing team to make sure art files were properly setup to work online and with the game's programming.

- Created character art, background art and animation for Minor Mole mini game. Coordinated with Game Producer, Art Director and engineers, to ensure the best experience for game players.

## **Animator- Appy Entertainment Inc**

*January 2013- February 2014*

Responsible for creating multiple character animations for the mobile game Where's my Perry, Calling All Agents, done for Disney Interactive.

- Defined character's traits and humor with storyboards and worked on the nitty-gritty issues of getting a finished character animating correctly and to spec in-game
- Proactive in getting things done and in routinely implementing new approaches to speeding up the workflow.

## **Artist and Animator- Google**

*August 2010 - July 2011*

Responsible for creating art and animated virtual goods for the game "SuperPoke Pets".

- Coordinated with a team of fellow artists, the Art Director, and Game Designers to make sure items maintained a certain quality and would make for a fun user experience.

## **EDUCATION**

**Art Institute of California, San Diego - Bachelors in Media Arts and Animation**

## **AWARDS**

Won 3rd place on YouTube's "Draw with Jazza, Animation Challenge of the Month" for September 2016

Won best short form Animation in 2004-2005 at the Art Institute of California "Bestival Awards"

Won best live action film in 2005 at Art Institute of California "Bestival Awards"