

Mary J. Hoffman

Experience

2014–Present Fox Television Animation Los Angeles, CA
Retakes Storyboard Artist - American Dad!

- Mainly responsible for handling all storyboard, or sketch files that receive a rewrite after returning from animation overseas. (Even numbered episodes only.)
- Responsible for minor model and color changes that may need to be completed after an episode returns from overseas animation.
- Attend meetings with writers, show runners, producers and supervising directors regarding rewrites and necessary changes to episodes after returning from initial overseas animation.

2012–2014 Fox Television Animation Los Angeles, CA
Storyboard Revisionist - American Dad!

- Responsible for revising sequences and providing corrections to boards between the submission of the first draft thru to the lock before shipment overseas
- Back up board artist to help over worked board artists finish sequences on time. Responsible for any step after the thumbnail approval phase

2011, 2014, 2015 Fox Television Animation Los Angeles, CA
Storyboard Artist - American Dad!

- Responsible for boarding sequences on episodes 701, 705, 709, 712, 718, 909 and 1010 (A10)
- Between boards, responsible for revising changes to my own sequences in addition to other sequences. Also responsible for jumping onto other episodes to help finish sequences prior to deadline.

2012 Warner Bros. TV Animation Burbank, CA
Designer - Amethyst Princess of Gemworld - DC Nation Shorts

- Prop designer on shorts 1-7.
- Background Designer on shorts 3 and 7.

2011 Warner Bros. TV Animation Burbank, CA
Freelance Character Designer - Scooby Doo Mysteries Inc.

- Incidental character designer on Season 2.

2008–2010 South Park Studios Marina del Rey, CA
Designer/Storyboard Revisionist

- Character, Prop and Layout Designer for Seasons 12 thru14.
- Storyboard Artist on Season 14
- Storyboard revisionist/clean up on Seasons 12 thru 14.

- Colorist on “Major Boobage” (Season 12, ep.3)
- Animator on “Major Boobage” (Season 12, ep. 3), “About Last Night” (Season 12, ep. 12), and “Dances With Smurfs” (Season 13, ep. 13), “Coon II” (Season 14, ep.11), “Mysterion Rises” (Season 14, ep. 12)
- In Department Asset Manager: Organizing files and file names for assets as well as communicating with other departments to ensure an optimized work flow

5/2009-8/2009 Nickelodeon Virtual Worlds Glendale, CA

Freelance Web Illustrator

- Prop, Costume Designer and Animator for Neopets Site Content.

2007-2008 Burner Studios Los Angeles, CA

Freelance Web Illustrator

- Costume and Prop designer/Illustrator for Lifetime TV’s DressupChallenge.com Web game.
- Element illustrator for Lifetime TV’s Dressupchallenge.com Build-A-Dress webgame.

2005–2008 Neopets Inc. Glendale, CA

Web Illustrator

- Prop and Costume Designer for Neopets Site Content.
- Site content Illustrator / Animator.
- Coordinator for artistic elements in the Neopets 2.0 and Neohome 2.0 Conversions.

2005 Yu+Co. Hollywood, CA

Visual Development Artist

- Character concepts for feature film project.

2004 Disney Television Burbank, CA

Visual Development Artist

- Character concepts and development for show in development.

Education

2000-2004 California Institute of the Arts Valencia, CA

- Bachelor of Arts Degree, Film/Video emphasis in Character Animation.

2004 participant in the Character Animation Producer’s Show with the Film “The Flying Purple People Eater”.

1997-2000 Seattle Central Community College Seattle, WA

- Associate of Arts Degree (completed). Focus on Fine Art.

Programs

Proficient in Toon Boom Storyboard Pro, Corel Draw, Flash and Photoshop.

**Individual
Achievements**

Emmy Nomination for contributions to “200”; South Park (Season 14, ep. 5) and “201”; South Park (Season 14, ep. 6), in the category “Outstanding Animated Program (for programming less than one hour)”

Emmy Certificate Received for contributions to the Emmy Award-Winning “Outstanding Animated Program (for programming less than one hour)” Category for “Margaritaville”, South Park (Season 13, ep. 3)