

# Phoebe Borman

## Animation Lead - Animator

### Work Experience

#### Helluva Boss – Spindlehorse Toons (2020 – 2025)

##### **Animation Lead (Shorts) (2023 – 2025)**

Animation Lead on shorts 1 – 8. Working alongside co-lead. Responsibilities included: Team building, Working to tight deadlines, Providing feedback to animators, and delegating retakes & revisions.

##### **Animation Lead (Main Series) (2022 – 2023)**

Animation Lead on Helluva Boss S2e01 – S2e06. Working alongside the other animation leads, responsibilities included working to tight deadlines, giving animators notes and assisting with drawovers & retakes.

##### **Animator (2020 – 2022, 2025)**

Working in Toon Boom Harmony as a rough animator. Oftentimes helping with retakes and revisions provided by the animation director.

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#### **Animator – Hazbin Hotel @ Spindlehorse Toons (2023)**

Episode 8 only. Working in Toon Boom Harmony as a rough animator

#### **Manga Artist – Animalé @ Saturday-AM (2021 – 2022)**

Creator of the short story ‘Animale’ which was published in Saturday-AM Annual 2023

#### **Clean-Up Animator – Battletoads @ Dlala Studios (2018 – 2020)**

Working in Toon Boom Harmony cleaning up hand-drawn animation on the video game ‘Battletoads’.

#### **Character Animator – Labuntina @ Rumpus Animation (2018)**

Working in Adobe Animator on the show Labuntina. Hybrid animation using hand-drawn and rigged puppets.

### Education

2014 - 2017

#### **Animation & VFX (BA Hons)**

Falmouth University

### Skills

- Toon Boom Harmony
- TVPaint
- Clip Studio Paint
- Adobe suite

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- Team Leading
- Style-matching
- Adaptability
- Retakes
- Home Office Available

### Contact

**Email:** chiibaebee@gmail.com

**LinkedIn:**

<https://www.linkedin.com/in/phoebe-borman-8b5226b4/>

**Instagram:** lilmissschii