

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.

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: chiibaabee@gmail.com

LinkedIn:

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

Instagram: lilmisschii