Kimberly Gouge

ANIMATION DIRECTION | 2D ANIMATION | CREATIVE PRODUCTION

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PROFILE

Animation director and creative production professional with 6+ years of experience across episodic 2D animation, character performance, social video, and creative team leadership. Combines hands-on animation, rigging, illustration, editing, and compositing with production planning, artist direction, client communication, and delivery coordination.

CORE SKILLS

Animation direction, character acting, timing, and staging • 2D animation, drawing animation, and Toon Boom Harmony rigging • Creative production, delivery planning, and project coordination • Scheduling, shot planning, priorities, and deadline management • Artist supervision, actionable feedback, revisions, and quality review • Client communication and stakeholder collaboration • Freelancer interviews, hiring, rate negotiation, contracts, and invoices • Video editing, compositing, and sound support • Character design, storyboards, visual development, and social content • Notion employee guides and production documentation • Creative problem-solving and animation pipeline coordination

PROFESSIONAL EXPERIENCE

Kinette | Animation Director and Producer **Feb-Jun 2026**

- Directed Xtreme Pets social animation and supervised three 3D animators, guiding performance, staging, revisions, and delivery; contributed background illustrations, compositing, and sound design.
- Interviewed and hired freelance artists, negotiated rates, handled contracts, and reviewed and approved invoices.
- Produced a separate hand-animated 2D video in Toon Boom Harmony with Photoshop background paintings; coordinated reviews and delivery.

Branch | Castaways | Animation Director, Rig Lead, and Production Coordinator **2025-Mar 2026**

- Directed animation and production coordination, led Toon Boom Harmony puppet rigging, set shot priorities, reviewed edits, and gave notes on character performance, staging, timing, and visual consistency.
- Two days before launch, coordinated a shift from portrait to landscape for three completed episodes; delegated revisions across an approximately 10-person team, launched the first episode on time, and adapted the remaining episodes to their deadlines.
- Edited cuts and reviewed team edits before audio handoff; created employee guides and how-to documentation in Notion, and helped review Castaways merchandise and social illustrations.

SpindleHorse Toons | 2D Clean-Up Artist **Mar 2024-Present**

- Created production-ready clean-up animation for Helluva Boss and Hazbin Hotel, matching established designs, line quality, staging, and studio standards.

Newscape Studios | 2D Animator **Sep 2023-Sep 2024**

- Animated characters and scenes for online narrative and gaming content, responding to creative direction, revisions, and platform delivery needs.

EARLIER STUDIO CREDITS

Floyd County Productions | Character Animator | Hit-Monkey Season 2 (Mar-Jul 2023)

- Animated character performances and sequences using rough 2D animation and Toon Boom puppets.

Bento Box Entertainment | Lead Character Rigger and Animator (Jan 2021-May 2022)

- Led character rigging and animation for Best Fiends and confidential Netflix projects.

Floyd County Productions | Harmony Animator and Rigger (Feb 2020-Jan 2021)

- Created rough and puppet animation, character designs, and rigs for Marvel's Hit-Monkey.

TOOLS AND TECHNICAL EXPERIENCE

Toon Boom Harmony; Adobe After Effects and Premiere Pro (most experience); Photoshop; Illustrator; Figma; Maya (3D model texture painting and rig support); Blender (used); Notion. Midjourney and Runway were used for visual references and starting points only, not final art or animation.

EDUCATION AND PORTFOLIO

Savannah College of Art and Design | BFA, 2017 | kottonpop.com/animation | kottonpop.com/xtreme-pets-project | kottonpop.com/castaways-pilot