Kimberly Gouge

CREATIVE PRODUCTION LEAD | ANIMATION DIRECTOR | PRODUCER

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PROFILE

Creative production leader and animation specialist with 6+ years of experience delivering 2D and 3D productions from development through final. Experienced in animation direction, production scheduling, artist supervision, revision workflows, compositing, pipeline oversight, and cross-functional collaboration. Combines hands-on animation expertise with the organization and communication needed to keep creative teams aligned, on schedule, and on quality.

CORE SKILLS

Creative Production & Project Management • **Animation Direction** • **Production Scheduling** • **Team Supervision & Feedback** • **Revision / Approval Workflows** • **Pipeline & Asset Oversight** • **Client / Stakeholder Communication** • **2D & 3D Production** • **Compositing / Post-Production** • Toon Boom Harmony • After Effects • Premiere Pro • Photoshop / Illustrator • Maya • Slack / Google Drive

PROFESSIONAL EXPERIENCE

Kinette - Animation Production Agency
Feb 2026 - Jun 2026

Animation Director • Producer

- Directed two client productions across 3D and hand-animated 2D, managing production schedules, creative reviews, animation supervision, and final delivery.
- **Company Picnic (3D):** Supervised a team of three 3D animators while creating background illustrations, compositing final shots, and contributing sound design for the finished videos.
- **Startup Client (2D):** Directed and produced a fully hand-animated video in Toon Boom Harmony, creating painted backgrounds in Photoshop and overseeing the project through final delivery.

Branch - Castaways
Jan 2025 - Oct 2025

Animation Director • Toon Boom Rig Lead • Compositor

- Directed animation and supervised revisions for episodic production, maintaining consistency across character performance, staging, and visual style.
- Built and managed animation schedules, tracked priorities, and coordinated production needs to keep deliverables moving on deadline.
- Reviewed team animation and provided actionable feedback; oversaw Harmony rig builds, technical setups, and compositing support across production.

SpindleHorse Toons
Mar 2024 - Present

2D Clean Up Artist

- Produced clean-up animation for Helluva Boss and Hazbin Hotel, maintaining on-model line quality, clarity, and consistency for episodic delivery.

Newscape Studios Inc.
Sep 2023 - Sep 2024

2D Animator

- Animated characters and scenes for online narrative and gaming-related productions.

ADDITIONAL ANIMATION EXPERIENCE

Floyd County Productions | Character Animator Mar 2023 - Jul 2023
Character performance and sequence animation for season 2 of Hit Monkey using rough 2D animation and Toon Boom puppets.

Bento Box Entertainment LLC | Lead Character Rigger & Animator Jan 2021 - May 2022
Lead character rigging and animation for Best Fiends and NDA Netflix projects in Toon Boom Harmony.

Floyd County Productions | Harmony Animator & Rigger Feb 2020 - Jan 2021
Rough and puppet 2D animation, character design, and rigging for Marvel's Hit Monkey.