

Kimberly Gouge

Lead Animator & Character Designer

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Branch Lead Animator

Jan 2025 - Oct 2025

I began on *Castaways* as a Concept Artist and Character Designer, helping define the visual direction and character look for the series. As the project expanded into full production, I transitioned into Character Animation for the online episodes, contributing to performance and storytelling through movement.

- Created and maintained all Toon Boom Harmony rigs used across production
- Reviewed and provided feedback on team animation to ensure quality and consistency
- Built and managed animation schedules to keep production on track
- Oversaw the team's rig builds and technical setups in Toon Boom Harmony
- Collaborated closely with directors and producers to refine animation style and pacing

SpindleHorse Toons 2D Clean Up Artist

Mar 2024 - Present

Clean-up artist for *Helluva Boss* and *Hazbin Hotel*, maintaining consistent on-model line quality and animation clarity.

Newscape Studios Inc. 2D Animator

Sep 2023 - Sep 2024

Animated characters and scenes for Online narrative content and gaming-related productions.

Floyd County Productions Character Animator

Mar 2023 - Jul 2023

Harmony Animator contributing to character performances and sequences for season 2 of *Hit Monkey* with Rough 2D Animation and Toon Boom Puppets

Bento Box Entertainment LLC Character Rigger & Animator

Jan 2021 - May 2022

Lead Character Rigger and Animator for *Best Fiends* and NDA Netflix projects using 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* series.