

Caitlyn Humphreys

Designer for Animation |

Nice to meet you!

Hello, I'm Caitlyn!

I'm a designer with over 7 years of industry experience on a variety of different roles throughout the animation pipeline. In my time in the industry I've worn many hats: I've animated, I've rigged, I've designed props and characters and I've worked in backgrounds; both in layout and in paint!

I always aim to produce work full of personality and charm, and utilise my holistic knowledge of the animation pipeline to provide top quality work for studios both remotely and in-house!

Contact |



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Skills |

- ◇ **Design**
Creation and Iteration of concepts including turnarounds and specific angles.
- ◇ **Background Layout**
Strong understanding of perspective drawing and the breakdown of storyboard into location.
- ◇ **Background Paint**
Interpreting layout sketches into show style, finalising artwork with a high level of finish.
- ◇ **Builds and Rigging**
Able to create artwork and network nodes in Toonboom to create simple rigs.

Attributes & Capabilities

- ◇ **Toonboom Whiz**
Strong understanding of Toonboom Harmony. Able to create clean, technical artwork according to specifications. Has experience with both rigging and animation.
- ◇ **Adaptable and Versatile Artist**
Able to easily analyse, synthesise and replicate the visual language provided to produce work that fits the aesthetic, sensibilities and art direction of a production.
- ◇ **Collaborative and Friendly**
Enjoys establishing and maintaining strong partnerships with others, cordial and easy to work with. Empathetic and understanding.
- ◇ **A Quick Study with a Love for Learning**
Adaptable and enjoys getting out of her comfort zone to learn new skills and methodology to elevate her work!
- ◇ **Proactive Problem Solver**
Curious and loves to get to the bottom of things. Takes delight in finding, testing and iterating to improve functionality over time. Pays close attention to provided materials to anticipate the needs of others.

Experience |

- ◇ **Designer I Little J | 12Field Animation**
May 2026 - November 2026
Prop, BG, Character Design and Build in Adobe Animate.
- ◇ **Prop Designer I Dad's House | Princess Bento Studios**
January 2025 - December 2025
Prop design and asset creation in Toonboom Harmony, including simple rigging.
- ◇ **BG Layout and Paint Artist I Various Projects | Studio Moshi**
October 2017 - April 2023
Worked on a number of projects as a subcontractor. Background layout, line and paint.
- ◇ **Prop Designer and Rigger I The Strange Chores S2 | 12Field Animation**
October 2020 - April 2021
Prop design and build in Toonboom Harmony, including rigging (deformers et al).
- ◇ **Prop Designer I Monster Beach | Studio Moshi**
August 2019 - February 2020
Prop design, production of reference sheets.

Tools |

Toonboom Harmony
Adobe Suite (Animate, Photoshop, After Effects, Illustrator)
Clip Studio PAINT
Proficient and familiar with either Windows/MAC OS

Education |

General Assembly UX Design Intensive
Kat Tsai Colour & Light
RMIT University - Bachelor of Design -Animation and Interactive Media

References |

Trudi Monteath
Supervisor

Susan Wolfe
Lecturer/Mentor

Contact details available upon request!