

Dylan Holden

Storyboard Artist

Contact Information

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Summary

Storyboard Artist with 8 years of experience in animation, film, and commercial television. I am adept at creating meaningful visual narratives with directors, animators, and fellow artists. Highly skilled in various animation software and thrives in collaborative work environments.

Skills

- **Storyboard Software:** Toon Boom, Storyboard Pro, Photoshop, Flix
 - **Animation:** Storyboarding, Character Design, Visual Storytelling, Scene Composition
 - **Collaboration:** Communication, Working with Directors and Animators
 - **Project Management:** Meeting Deadlines, Managing Notes, Attention to Detail
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Professional Experience

Storyboard Artist – Disney Television Animation

Phineas and Ferb | February 2025 - Present

- Create high-quality storyboards that reflect the creative direction of the project.
- Provide animatics using storyboards, radio plays and sound effects.
- Refine storyboards based on feedback and evolving story changes.

Storyboard Artist – Disney Television Animation

Multi-Platform - Chibiverse | January 2025 –February 2025

- Create high-quality storyboards that reflect the creative direction of the project.
- Provide animatics using storyboards, radio plays and sound effects.
- Refine storyboards based on feedback and evolving story changes.

Storyboard Artist – Disney Television Animation

Development | March 2024 – Sep 2024

- Created high-quality storyboards that reflected the creative direction of the project.
- Provided animatics using storyboards, radio plays and sound effects.
- Refined storyboards based on feedback and evolving story changes.

Storyboard Artist – Disney Television Animation

The Proud Family S02 | November 2022 – January 2024

- Created high-quality storyboards that reflected the creative direction of the project.
- Provided animatics using storyboards, radio plays and sound effects.
- Refined storyboards based on feedback and evolving story changes.

Storyboard Artist – Disney Television Animation
The Proud Family S01 | April 2020 – April 2021

- Created high-quality storyboards that reflected the creative direction of the project.
- Provided animatics using storyboards, radio plays and sound effects.
- Refined storyboards based on feedback and evolving story changes.

Storyboard Artist – Disney Television Animation
Monsters at Work | October 2021 – November 2022

- Created high-quality storyboards that reflected the creative direction of the project.
- Refined storyboards based on feedback and evolving story changes.
- Utilized Unity to pre-visualize complex environment shots and camera moves.

Storyboard Artist – Disney Television Animation
The Ghost and Molly McGee | August 2021 – September 2021

- Collaborated with the team to storyboard a timed musical sequence.
- Refined storyboards based on feedback and evolving story changes.

Character Design – Special Poses – Disney Television Animation
The Proud Family S02 | February 2024 – April 2024

- Created special character poses to be used as guides in key animation sequences.
- Iterated designs based on group feedback.

Storyboard Artist – Bento Box Entertainment
Development Project | October 2023 – November 2023
Central Park | June 2021 – October 2021

- Created high-quality storyboards that reflected the creative direction of the project.
- Refined storyboards based on feedback and evolving story changes.

Storyboard Artist – Trilogy Animation
Ben Born Again | December 2023 – March 2024
The Veggie Tales Show | December 2019 – March 2020

- Created high-quality storyboards that reflected the creative direction of the project.
- Refined storyboards based on feedback and evolving story changes.

Storyboard Artist – Dreamworks Television Animation
Boss Baby: Back in Business | October 2018 – April 2020

- Created high-quality storyboards that reflected the creative direction of the project.
- Collaborated across three teams to help create a multi-ending episode.
- Used FBX files to accurately previsualize complex environments and camera moves.

Storyboard Artist – Lighthouse Studios
Bug Diaries | December 2017 – March 2018

- Storyboarded the pilot episode for the series.
- Refined storyboards based on feedback and evolving story changes.

Education - Bachelor of Fine Arts (BFA) in Animation
Art Institute of California – Los Angeles | October 2005 – March 2010