



JETT VAULTZ

2D Animator, Character Layout Artist

artvaultz.com
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EXPERIENCE

- Jan 2025 - Present **2D Retake Animator**
Titmouse
- Sep - Dec 2024 **Character Layout Artist**
(Freelance Sep 2023 - Aug 2024) *Titmouse*
Character turns and special poses / character layouts.
- Dec 2022 - Aug 2024 **Character Layout Artist**
(Freelance Nov 2021 - Nov 2022) *Powerhouse Animation Studios - Castlevania: Nocturne*
Redrawing characters in rough storyboard panels so that they are tight and on-model.
Making model adjustments to animation, and tie-downs.
- Aug - Sep 2023 **Freelance 2D Retake Animator**
Titmouse - Jentry Chau vs. The Underworld (episode 4)
- Feb - Nov 2022 **2D Retake Animator**
Titmouse - Pantheon
- Dec 2020 - Feb 2022 **Character Designer**
(Freelance Sep 2020 - Nov 2020) *Titmouse - Pantheon*
Also provided some pre-vis character designs, as well as draw-overs for animation.
- Apr - May 2021 **Freelance 2D Animator**
Titmouse - Kill Team Kill (Love, Death & Robots vol.3)
2nd key and tie-down animation.

PROFICIENCIES

Skills

- 2D Hand-drawn Animation • Character Animation / Turns / Expressions • Drawing
- Bookbinding • Woodworking • Clay Sculpture • TIG Welding • Stone Letter Carving

Software & Languages

- Clip Studio Paint • TVPaint • Adobe Photoshop • Storyboard Pro (learning) • Javascript / P5js • Python • HTML / CSS • LaTeX • Windows / Unix / Mac OS • Google Apps Script / Sheets / Forms
- Danish - Intermediate
Korean - Beginner

EDUCATION

BFA in Drawing and Electronic & Time-based Media, Minor in Physical Computing

Carnegie Mellon University - Pittsburgh, PA | May 2020

Carnegie Mellon Pipes and Drums (snare drum, tenor drum) | Fall 2017 - Present

Natural Science Program: Mathematics and Computer Science

Roskilde University - Roskilde, Denmark | Fall 2014

- "Speech-to-text: A Computer's Guide to the Human Language" | Co-writer | Fall 2014
First Semester Project Course