

## Contact

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(Personal)

## Top Skills

Adobe Animate  
Animation  
After Effects

# Annemarie Daniel

2D Animator  
Gouda, South Holland, Netherlands

## Summary

Hi there! I'm a 2D animator from the Netherlands. My style is energetic, bouncy and lively. I focus on timing, and creating motion that's fluid yet snappy.

See my showreel below for some examples of my work:

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## Experience

### Nathaniel Bandy

Animator

May 2022 - Present (2 years 11 months)

Currently I'm working as a freelance animator for YouTuber Nathaniel Bandy. I've been helping him complete his webseries Bandy's Universe, as well as making short intro-animations for his YouTube videos. Here's one of those videos as an example:

### Studio Massa

Keyframer and Cleanup animator

October 2021 - May 2022 (8 months)

At Studio Massa, I've been helping out with the animation of their webseries 'Ongezellig', mostly drawing new keyframes from description or animatic. The episodes I've worked on (5 and 6) are out now! Feel free to check them out via the links below:

### EL Studios

Videogame Character Animator

April 2021 - November 2021 (8 months)

EL Studios is a team of 5 people (one of which is me). We're currently working on a cartoony 3D platformer, with souls-like combat. We want to combine this cartoony style with gritty combat, to create something new. This is mostly a passion project, but we are seeking funding to be able to take it to the next level.

We also participated in the GMTK game jam 2021, where we created the game 'Self Apart'. This game was about finding and controlling disjointed limbs, and putting them together to form a creature like Frankenstein's monster. During the 48 hour jam, I modeled and animated the limbs and limb combinations of this monster. Our game ended on place 217 out of 5000 submissions.

## BosBros

Internship Animation Setdresser  
January 2018 - May 2018 (5 months)  
Amsterdam Area, Netherlands

During my internship at BosBros, I worked in a team that was creating the feature film 'Heinz', about Heinz the cat. My job was to design and animate characters and put them in the background, to bring every scene to life.

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## Education

Willem de Kooning Academy Rotterdam  
HBO, Animation · (2015 - 2019)

## Utrecht University

Bachelor of Science - BS, Veterinary Medicine · (September 2020 - July 2021)