

MARVIN RAINE GALLACHER



CONTACT

marvingallacher.com
marvinrgallacher@gmail.com
201-414-6955

TOOLS

Clip Studio Paint OBS

Toon Boom Harmony

Storyboard Pro Photoshop

Illustrator Premiere

After Effects Final Draft

SKILLS

Drawing Inking Coloring

Cleanup Time Management

Collaboration Organization

Pipeline Proficiency

Feedback Receptive

Communication

Quick Turnarounds

EDUCATION

M.A., SEQUENTIAL ARTS | Savannah College of Art and Design, 2024

B.F.A., ANIMATION | Savannah College of Art and Design, 2022

WORK EXPERIENCE

LEVEL GROUND COMICS, 2023–present

Editor, Designer

- Collaborates with artists to enhance anthology content, designs social media assets, and occasionally managed postings.

SCAD MINI COMICS EXPO, 2022–2023

Art Vendor

- Marketed and sold prints, stickers, and mini comics to consumers.

PROJECTS

MOTION, 2024

- Performed 2D rough and cleanup character animation using ToonBoom, consistently meeting tight deadlines with quality results.

TEASER TRAILER, 2024

- Conducted color cleanup and minor revisions within one week of assignment using Toon Boom.

WITHIN THE CRYSTAL HILLS, 2024

- Created rough and cleanup 2D FX animation using Toon Boom.

LEARNING TO FLOAT, 2023

- Performed cleanup animation and created color sheets, providing cleanup assistance using Toon Boom and Clip Studio Paint.

INVASION OF THE BUCKET SNATCHERS, 2022–2023

- Produced 2D rough and cleanup character animation, including lip sync, using Toon Boom.

THE LEGEND OF PIPI, 2021–2022

- Responsible for 2D rough and cleanup character animation, character and prop design, and visual development utilizing Toon Boom, Photoshop, and Clip Studio Paint.