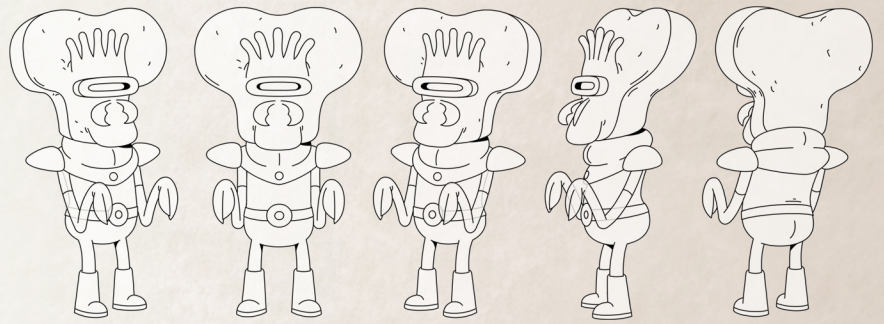


# ADAM BURNIER

ADAMBURNIER@GMAIL.COM

ADAM—BURNIER.COM



## SUPERVISING / DIRECTING

- 2021**  
**2020** DOGS IN SPACE — CHARACTER DESIGN SUPERVISOR (SEASONS 1–2)  
Worked with show creator to develop style of show characters. Oversaw all stages of the character design pipeline from concepts to final deliverables.
- 2019** BOJACK HORSEMAN — CHARACTER DESIGN SUPERVISOR (SEASON 6)  
Oversaw all stages of the character design pipeline from concepts to final deliverables  
Ensured stylistic integrity and quality through detailed artist feedback and drawovers
- 2016**  
**2015** GREATEST PARTY STORY EVER — SEGMENT DIRECTOR (SEASONS 1–2)  
Directed and animated a four minute 3D segment  
Worked with directors to assemble network pitches for animation styles/visuals

## ANIMATION DESIGN

- 2018** TUCA & BERTIE — CHARACTER DESIGNER (SEASON 1)  
Sketched, designed, and rigged 2D character turns for animation, acting, and lipsync
- 2017** FINAL SPACE — CHARACTER / PROP / FX DESIGNER (SEASON 1)  
Developed robust 2D character turns and prop breakdowns for animation reference  
Produced full color concept sheets and visual effect breakdowns
- 2018**  
**2016** BOJACK HORSEMAN — CHARACTER DESIGNER (SEASONS 4–5)  
Sketched, designed, and rigged 2D character turns for animation, acting, and lipsync

## SOFTWARE SKILLS

- 2D** Toon Boom Harmony  
Adobe Photoshop  
Adobe Animate  
Adobe Illustrator  
Adobe After Effects
- 3D** Autodesk Maya  
Pixologic Zbrush

## EDUCATION

- 2015** EMERSON COLLEGE  
Bachelor of Arts - Animation & Motion Media
- 2010** PLATT COLLEGE SAN DIEGO  
3D Software Training - Autodesk Maya