

CHLOE PETERS

2D Animator | Illustrator

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KEY SKILLS



Software: Toon Boom Harmony, TVPaint, Adobe Photoshop, Animate, After Effects, Premiere, Clip Studio Paint, Procreate, Davinci Resolve.

2D animation, hand-drawn and rigged.

2D rigging in Toon Boom Harmony with prominent use of the node view.

Illustration and painting both digitally and with traditional media such as ink, watercolour, and pastel.

Communication and teaching: often working remote with a team, has taught classes, and led outdoor drawing groups.

Running a business: receptionist, salesman, and product designer for my self-employed small business, selling at markets and conventions, interacting with customers, organisation of stock and finances, design and presentation of stock.

EDUCATION

2015 – 2018
First-Class BA (Hons) Animation Production at Arts University Bournemouth, UK.

2012 – 2014
A Levels at Brockenhurst College in Graphic Design, Fine Art and IT.

INTERESTS

Natural history, biology, zoology, SCUBA diving (PADI Open Water qualified), video games, film, travel. Keeps snails, rats, and 50+ houseplants. Harness trained my cat and taught him to sit, come, spin, paw.

PROFILE

I'm a 2D animator, illustrator, and rig artist who draws a lot of inspiration from nature! I have 7 years' experience in animation, and I enjoy both the creative and technical sides, though I enjoy character animation and acting best. I also have a passion for creatures and the natural world, serving as a constant inspiration for my personal work of which I post online and have accumulated 300,000+ followers across YouTube, Instagram, and Twitter. I'm a fast and effective worker with great enthusiasm, eager to learn and to meet other passionate people!

EXPERIENCE

08/2025 – present

2D hand-drawn character animator for *Helluva Boss* at *SpindleHorse*, based in LA, working freelance from UK. Hand-drawn animation in Toon Boom Harmony.

03/2025 – 06/2025

2D rig artist at Blink Industries for short undisclosed project. Breakdowns, prop and minor character rigging in Toon Boom Harmony.

02/2023 – 03/2025

2D hand-drawn animator and cleanup artist for *Simon's Cat*, creating short films as a sole artist from start to finish: from animatic, to rough keying and inbetweening, to clean, to colour, in TVPaint.

11/2022 – 02/2023

Toon Boom generalist and 2D animator at Kong Animation Studio for *Thomas & Friends*. Rig editing and rigged animation in Toon Boom Harmony.

10/2021 – 09/2022

2D rough character animator on *The Heroic Quest of the Valiant Prince Ivandoe* at Sun Creature, Copenhagen. Rigged and hand-drawn animation in Adobe Animate.

08/2020 – 10/2021

2D rigging and breakdown artist on *It's Pony* at Blue Zoo Animation, London UK. Prop and character rigging, and creation of breakdown assets like hands/feet/mouths in Toon Boom Harmony.

06/2020 – 03/2021

Freelance 2D rough character animator on *Lackadaisy*, a short film funded by Kickstarter. Hand-drawn animation in Toon Boom Harmony

07/2018 – 02/2020

2D character animator on *Nella the Princess Knight* and *Powerbirds* at Brown Bag Films. Manchester UK. Rigged animation in Toon Boom Harmony.

ADDITIONAL EXPERIENCE

Taught Toon Boom rigging classes at Arts University Bournemouth, taught a drawing class at Wild Wonder Foundation, sold at in-person markets and managed my small business, content creator and manager for my social media accounts amassing 300,000+ followers, directed a team of 6 for my graduation film.