

DIONNE TRINH

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Portfolio: dionnetrinh.art/

PROFESSIONAL SUMMARY

Proactive storyboard artist and revisionist with 4 years of professional experience working on 2D and 3D animated television. Strong in character acting and expression with a solid foundation in anatomy and movement, the ability to adapt quickly to different art styles, and a cinematic, filmmaking-driven approach to composition and camera movement. Comfortable interpreting scripts into clear, communicative boards and animatics, and collaborating closely with directors and editorial to hit tight deadlines.

WORK EXPERIENCE

MAINFRAME STUDIOS

Vancouver, BC

Storyboard Revisionist

Mar 2024 – Dec 2025

- Revised acting, staging, and timing on PBS' "Phoebe & Jay," working scene by scene to sharpen posing, expression, and shot composition so each beat landed with the intended weight and rhythm.
- Reviewed storyboard continuity across multi-episode sequences, catching and correcting inconsistencies in character design, established lore, and background elements before boards moved to editorial, keeping the show's visual world consistent across a large team.
- Took director and editorial notes on pacing and acting problems and reworked the flagged scenes, adjusting timing, expressions, and staging until they matched the story's intended tone.

ATOMIC CARTOONS

Vancouver, BC

Storyboard Revisionist

Jul 2021 – Aug 2023

- Revised storyboards for 2D and 3D productions including "My Little Pony: Make Your Mark," "Cocomelon," "Unicorn Island," Disney's "Zombies," and "Molly of Denali," adapting staging and camera language to each show's visual style and pipeline.
- Kept boards consistent and clear across long-running productions while contributing creative solutions to staging, acting, and story problems.
- Turned around director and editorial notes efficiently on tight deadlines, delivering clean, production-ready revisions.

Storyboard Artist

Jun 2022 – Oct 2022

- Interpreted scripts into storyboard sequences, identifying key story beats and planning staging and camera language, then pitched animatics in story meetings and creative reviews.
- Created animatics for Hasbro's 'My Little Pony: Make Your Mark' with strong dramatic acting and artwork for animation, refined through rounds of director feedback, aligning with the project's creative style, budget, and production timeline.
- Held to the production schedule while boarding across multiple productions at once, supporting production management in keeping workflow on track.

ACHIEVEMENTS

24-HOUR ANIMATION CONTEST, 22nd Place Internationally

Vancouver, BC

Co-Director, Storyboard Artist, & 2D Animator

Oct 2020

- Pitched clear and concise storyboards that prioritize strong key posing, staging, story beats, and character acting while keeping the story flexible and open to experimentation, landing on the comedic tone that placed the film 22nd internationally.
- Adapted the director's notes into an animatic with clear posing shots, camera movement, and exact timing, leading the animation team through a reliable, organized production pipeline and submitting the film ahead of schedule.

EDUCATION

CAPILANO UNIVERSITY

2D Animation & Visual Design Diploma

North Vancouver, BC

Sept 2019 - Apr 2021

SHERIDAN COLLEGE

Bachelor of Animation

Oakville, ON

Sept 2017 - Feb 2019

ADDITIONAL

Technical Skills: Toon Boom Storyboard Pro, Adobe Creative Suite (Photoshop, Flash, After Effects, Premiere), Clip Studio Paint, TVPaint, Autodesk Maya, Blender, and Google Workspace.

Languages: Fluent in English; conversational proficiency in Cantonese.