



Dave Sherburne

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CAREER EXPERIENCE

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| Character Designer
"Duncanville" | Bento Box Entertainment, North Hollywood, CA
December, 2020 - Present
Responsibilities include: <ul style="list-style-type: none">• Drawing rough and clean models of characters• Addressing notes as specified by supervisor |
| Character Designer
"Bless the Harts" | Titmouse Animation Inc, Burbank, CA
March, 2020 - December, 2020
Responsibilities included: <ul style="list-style-type: none">• Drawing rough and clean models of characters• Addressing notes as specified by supervisor |
| Character Designer
"Scooby Doo and Guess Who" | Warner Bros Animation, Burbank, CA
October, 2017 - January, 2020
Responsibilities included: <ul style="list-style-type: none">• Drawing rough and clean models of characters from show script• Addressing notes as specified by directors or show runner |
| Storyboard Artist
"Family Guy" | Fox TV Animation, Los Angeles, CA
October, 2008 - October, 2017
Responsibilities included: <ul style="list-style-type: none">• Meeting with director to pitch rough storyboards• Completing storyboards from script provided |
| Storyboard Revisionist
"Family Guy" | Fox TV Animation, Los Angeles, CA
June, 2007 - October, 2008
Responsibilities included: <ul style="list-style-type: none">• Making changes to storyboards as specified by the director• Prepping storyboards with dialogue, numbering and descriptions |
| Storyboard Revisionist
"Class of 3000" | Cartoon Network Studio, Burbank, CA
October, 2006 - January, 2007
Responsibilities included: <ul style="list-style-type: none">• Making changes to storyboards as specified by the director• Prepping storyboards with dialogue, numbering and descriptions• Using Photoshop to prepare storyboard roughs from thumbnails |

FORMAL EDUCATION

The Art Institute of California, San Diego, CA
BS in Media Arts and Animation

Hartford Art School, West Hartford, CT
BFA in Illustration