

Parker Macheimer

Storyboard Artist | Los Angeles, CA



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Profile

I am a storyboard artist & revisionist specializing in anime-inspired action/drama projects for animation, games, and comics. I love learning new skills and technology, including 2D/3D storyboarding in Blender.

Experience

Freelance Artist 2017 - Present

- Storyboard Artist, Webtoon, *Taejin: Legend of the Yang Metal* (webcomic) 2024 - Present
- Character Designer & Animator, Sundust Animation, *Yeva* (animated short film) 2023-24
- Storyboard Artist, Lanark Productions, *Message (Unsent)* (animated short film) 2023
- Character Artist, *Aura Ambit: Homecoming* (video game) 2022

UI/UX Designer, KnowNative 2024 - Present

- Redesigned KnowNative from scratch in Figma to improve usability, accessibility, and aesthetics
- Created a design system and interactive prototype to enable development and user research

Japanese Data Specialist II, Twitter 2017 - 2022

- Led various projects relating to the animation, gaming, and Japan market verticals of Twitter's Knowledge Graph, collaborating cross-functionally to support product, sales, and marketing teams
- Proactively reorganized team's internal documentation and trained new hires

Skills

Software & Tools: Storyboard Pro, Blender, Clip Studio Paint, Adobe Photoshop, Procreate, Figma

Languages: English (Native), Japanese (Fluent, JLPT N1 Certified)

Education

Storyboarding & Animation Courses, 2017 - Present

- Instructors include Chris Copeland (Dreamworks), Matt Jones (Netflix), and Kristal Babich (Netflix)

B.A., Japanese Language and Literature, Boston University 2013-17

Year Abroad, Hosei University, Tokyo, Japan 2015-16