

KYLE BULLOCK

kbulart@hotmail.com / (905) 242 0703 / Oshawa, ON L1K 2S2 / www.kbulart.com

ABOUT ME

Storyboard Artist. Animator. Voice Actor. I build characters that move, speak, and feel alive.

Trained in traditional animation at Sheridan College, I specialize in storyboarding and character-driven work designed for 2D and 3D pipelines. I'm strongest where performance meets visual storytelling—expressive poses, clear staging, and sequences that hit with intention. I don't just draw scenes, I think like a director: timing, emotion, and flow all working together.

I'm also a voice actor with a background in performance and drama, which directly feeds into how I approach animation. I understand character from the inside out—how they move, how they sound, and how they connect with an audience.

Currently, I'm producing my own animated project, leading both the animation and voiceover processes from concept through to final edit. That means managing creative direction, overseeing performance, and execution across the full pipeline—not just contributing, but driving the work forward.

I'm comfortable working within team-based settings and fast-paced production environments. I can produce quality animations while adhering to strict deadlines. Technically, I have a strong knowledge of Adobe Creative Suite, Clip Studio Paint and Storyboard Pro. I'm also familiar with collaborative tools like Teams, but my real strength is creative: strong character design, clear storytelling, and a sharp sense of timing influenced by years of training and hands on work on various projects.

As a Filipino-Canadian artist, I bring a distinct perspective and a strong sense of identity to my work. I'm drawn to projects that push style, performance, and storytelling—and I'm looking to work with studios that want animators who bring ideas, not just execution.

EXPERIENCE

ANIMATION WORK

Kyle Bullock Art (June 2023 - Present)

Production: Li & Sera

Role: Design Artist / 2D Animator / Editor

- Overseeing production of self-directed film including: character design, illustration, animation and managing voice over actors
- Script development, storyboarding, animation, sound design and editing ongoing

JelloApocalypse (June 2021 - Dec 2023)

Production: Epithet Erased

Role: Design Artist / 2D Animator

- Created designs & concepts for the series' Kickstarter; "Epithet Erased - Prison of Plastic"
- Storyboarded and animated the opening sequence

Burrowed Alive LLC (Feb 2021 - Sept 2022)

Production: Far-Fetched

Role: Storyboard Artist / 2D Animator

- Provided storyboards for a pilot short
- Assisted in rough animation for a Kickstarter video

Tinman Creative (June 2021 - Dec 2023)

Production: Super Simple Monsters

Role: Animator / Storyboard Artist

- Provided storyboards, animation and rough layout design

Spindlehorse Toons (Feb 2020 - Oct 2020)

Production: Helluva Boss

Role: Storyboard Artist

- Provided storyboards for segments of Season 1 Episodes 4 & 5

Pencilmation (2020)

Production: TV Series

Role: Colourist

- Provided colour fills for animation scenes

ACADEMIC CREATIVE PROJECTS

Pizza Panic! - 3rd Year Thesis Film (Sept 2019 - Apr 2020)

- Animation from rough to final for student collaboration project
- Character design / FX design / Animation

Let Me Hear That - Music Video - 2nd Yr Thesis Film (May 2019 - Aug 2019)

- Animation from rough to final for student collaboration project
- Created all character and layout designs

Golden Ice Cream - 4th Year Thesis Film (May 2019 - Aug 2019)

- Colourist - Provided colour fills for animation scenes on student colleague's work

Test Flight - 4th Year Thesis Film (May 2019 - Aug 2019)

- Colourist - Provided colour fills for animation scenes on student colleague's work

Whoops! - 24 Hour Film - Independent Study (Nov 2018)

- Director of independently planned and executed film
- Created script, character designs, layouts and sound design

Ghostin' - 24 Hour Film - Independent Study (March 2018)

- Director of independently planned and executed film
- Created script, character designs, layouts and sound design

Will Insert Title Later - 24 Hour Film - Independent Study (March 2016)

- Colourist - Provided colour fills for animation scenes on student colleague's work

RETAIL WORK

Skyfox Games (June 2022 - Sept 2025)

Role: Manager

- Designed marketing and promotional materials increasing brand visibility
- Organized and managed large-scale inventory, supporting efficient store operations
- Managed front-of-store operations delivering high-quality customer service
- Oversaw inventory systems using BinderPOS for operational efficiency
- Coordinated and fulfilled e-commerce orders through Shopify

EDUCATION

Sheridan College, School of Traditional Animation (Sept 2017 - Apr 2021)

Bachelor of Arts: Honours Bachelor of Animation

- Graduated Sheridan College's 4-year Bachelor of Animation Program

SOFTWARE

Animation Storyboarding

- Toon Boom Harmony, Storyboard Pro.

Adobe Creative Suite

- Photoshop, Illustrator, InDesign, After Effects, Premiere, Lightroom, Acrobat

Procreate and Clip Studio Paint

- Digital Art Illustration

MS Office Software

- Word, Excel

Google Suite

- Docs, Sheets

SKILLS

Storyboarding

- Visually planning shots, action and timing for production

2D Animation

- Hand-drawn sequencing and/or digital framing of characters and scenes through timing motion and visual storytelling

Digital Illustration

- Creation of artwork using digital tools

Character Design

- Creation of original characters by defining appearance, personality and visual style

Graphic Design

- Merging layout, typography and imagery in animations for best impact

Editing

- Assembling content to improve story clarity and flow for overall impact

Voice Over

- Provide voice over talent, as well as coordinate voice over actors for projects

Team Oversight

- Can work as part of larger teams, and can oversee the work of a team

CITATIONS

Specialist High Skill Major - Arts and Culture (Monsignor Paul Dwyer)

Media Arts

