Kristal Babich

www.pixiepunch.com kbabich@gmail.com

EXPERIENCE

2022- 2025	Netflix Animation, Story Artist
	Unannounced animated feature
2022	Netflix Animation, Storyboard Artist Ultraman - Storyboarded on animated feature directed by Shannon Tindle and John Aoshima.
2022	Netflix Animation, Story Artist Unannounced animated feature
2022	Themed Entertainment Company in Japan, Storyboard Artist 4-D Show - Storyboarded the 4D show for the themed attraction.
2021	Themed Entertainment Company in Japan, Storyboard Artist 4-D Show - Storyboarded the new special ending for the long running 4D show.
2021	Themed Entertainment Company in Japan, Storyboard Artist Theme Park Ride - Storyboarded the opening segments shown before the main ride.
2020- 2021	Titmouse, Storyboard Artist Pantheon - AMC Studio's first prime-time adult animated drama series.
2020	Netflix Animation, Storyboard Revisionist My Dad the Bounty Hunter - Worked on board revisions for Everett Downing and Patrick Harpin's action-comedy sci-fi adventure series.
2020	Netflix Animation, Storyboard Artist We The People - Storyboarded "American Citizen" short directed by Jorge Gutierrez, for the educational music series produced by Higher Ground.
2018- 2020	Netflix Animation, Story Artist Maya and The Three - Story artist for Jorge Gutierrez's Mesoamerican mythological epic animated limited series.
2017- 2018	Warner Animation Group, Storyboard Artist The Lego Movie 2: The Second Part - Story artist for Lord Miller Production's musical comedy feature.
2017	Curious World, Storyboard Artist Moonlight Storytime - Shorts series by Curious World directed by Kirsten Lepore.

2014- BixPix Entertainment, Story Artist

Tumble Leaf, Seasons 1-4- Story artist for Emmy award winning children's stop-motion show by Amazon Studios. Provided additional artwork and designs used in the show.

SKILLS

Storyboard Pro, Photoshop, Flix, Illustrator, InDesign, Maya, Blender Fluent in Spanish

EDUCATION

Savannah College of Art and Design (SCAD) Bachelor of Arts in Sequential Art