

Fabiola Porchet

Storyboard Artist

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Dublin, Ireland

EXPERIENCE

Freelance Storyboard Artist

04/2025 - Present

- Produce and develop character-driven Cinematics for an upcoming indie scifi story-rich adventure game.

Storyboard Revisionist on an unannounced project - 3D TV series

Brown Bag Films - Dublin ↗

09/2024 - 03/2025

- Deliver high-quality revisions on schedule by translating the director's feedback and communicating clearly to enhance production workflow.

Storyboard Revisionist on "Evergreen Hills" - 3D TV Series

Giant Animation - Dublin (freelance) ↗

01/2024 - 04/2024

- Implement the director's instructions to enhance pre-existing storyboards with visual clarity, staging, and composition (22'x10).

Storyboard Artist on "Tally Ho" - 3D feature film

Fabrique d'Images - Luxembourg ↗

08/2023 - 11/2023

- Revising the current feature animatic with proactive problem-solving visual solutions throughout sequences.

Storyboard Artist on "The Defects" - 3D feature film teaser

Fabrique d'Images - Luxembourg

07/2023 - 08/2023

- Pitching story beats and ideas to the director to produce a compelling animatic for a new production.

Storyboard Artist on "Dinomite" - 3D TV Show

Fabrique d'Images - Luxembourg

09/2022 - 07/2023

- Collaborated with directors to storyboard 9 episodes (11'x39), translating their vision into compelling narratives.
- Showcasing shot composition, staging, and effectively communicating character story beats.
- Actively seeking and incorporating feedback, improving the board's quality aligned with the project's goals.

3D Character Animator Intern

20stm, Brussels - Belgium

07/2021 - 09/2021

- Provided acting shots, references, and weekly animatics updates to support the production process.
- Organized pipeline and workflow guidelines, ensuring smooth coordination with 2D animation and editing teams.

SUMMARY

Dedicated Storyboard Artist & Revisionist with +2 years of experience specialized in 3D TV Shows and Features, utilizing Storyboard Pro.

SKILLS

Proficient in Storyboard Pro

Photoshop, Maya, Substance Painter, Zbrush

Communication, Teamwork, Problem-solving, Creative

Willingness to learn, Reliable, Organized, Empathetic

LANGUAGES

French

Native

English

Fluent

EDUCATION

Bachelor's Degree in Computer Graphics

Haute Ecole Albert Jacquard, Namur - Belgium
2022

3D Generalist, 3D Animation Movie Option

- Graduated with Great Distinction
- Professional Jury recognition for Graduation Project.
- Completed remote courses in English

CERTIFICATES

Andy Cung's Course "How to Storyboard an Animated Scene"

04/2022 - 06/2022

RedComet Storyboard Course Certificate

11/2021 - 12/2021