

Desirée Scheper

2D animator & 2D generalist

I'm a **2D animator** with experience in **indie, game, short film, and commercial work**. I am a fervent animator with a passion for creative storytelling, humorous cartoons, and hand drawn animation. Having worked in a military position as well as serious gaming roles I know the value of efficient communication and good collaboration, my work as a producer and animation lead on the short film 'Meet Me In The Woods' developing those skills further.
based in the Netherlands, EU passport, willing to relocate.

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Portfolio - [Desiree.scheperdc.nl](https://www.scheperdc.nl)

LinkedIn - [Desireescheperdc](https://www.linkedin.com/in/Desireescheperdc)

Most relevant work experience

2026 May	Nintai Films	Clean-up & Ink and Paint
IP and CU artist on a an Ollipop ad.		
2026 Jan	Eyebolls	Clean-up & Ink and Paint
IP and CU artist on a Magic The Gathering Teenage Mutant Ninja Turtles ad.		
2025 Dec - -	DYAD	Animator
2D animator and CU artist for the indie series 'DYAD'. Animating a series of shorts the prelude the series.		
2025 Aug - Sep	Dusk Fawx Animation	Clean-up Intern
Clean-up and colour intern on the short film 'Fractured'.		
2025 Jul- Dec	Slippery Rock Games	Animator/Clean-up Artist
Rough animator and clean-up artist for an isometric game in development.		
2025 Mar - May	Blinkink	Clean-up Artist
Clean-up and colour on commercial projects for 'Apple Cash' and 'Hotels.com'.		
2024 Sep – Mar	Slippery Rock Games	Animator/Clean-up Artist
Rough animator and clean-up artist for an isometric game in development.		
2024 Sep	Blinkink	Clean-up Artist
Cleanup, colour, and inbetweening on a commercial project.		
2024 Aug - -	WCAnimated	Volunteer Animator
2D animator on a fan made non-profit project based on the 'Warriors' books by Erin Hunter.		
2024 Jun - Jul	Light Art Creatives	Animator
2D animator on a projection mapping project featuring winter holiday themed animals.		
2021 Jan - 2023 Sep		Freelance Illustrator
Collaborating with clients to create targeted work. Clients included logo design, merch design, animated outros for streamers, and illustrations for various clients and purposes.		
2019 Sep - 2020 Feb	SimCenMar	Intern
Provided graphic design and illustrations for the simulation centre of the Royal Dutch Navy. We produced training simulation games and recruitment material in a small team.		
2019 Feb - Aug	Bliksems!	Intern
Created animations and illustrations for marketing and promotional material with a special focus on augmented reality		
2019 Feb - Aug	SchoolForNinja	Intern
Developed concept art and level design for serious gaming with a focus on burnouts and mental health. Created game ready animations from rough to final product.		

Additional Shortfilm Credits

2026	'Monsters and Minstrels' Animator
2025	'How Spiders Learned To Fly' Animator
2025	'Whatever Works' Clean-up
2024	'Meet Me In The Woods' Producer, animation lead, clean-up, compositing
2024	'Bedtime Guardian' Animator
2024	'Black White & Invisible Red' Animator
2024	'Charon' Animator
2024	'Why Won't Anyone Eat Me' Animator assistant & Clean-up
2024	'Sweet Troubles' Clean-up
2023	'Le Chateau des Chats' Animator & Clean-up
2023	'I Hate My Reaping Job' Clean-up & Colour artist
2023	'Rogue' Colour artist
2023	'Train Ride' Animator & Clean-up artist
2022	'Guardian' Clean-up Artist

Software skills

ToonBoom Harmony
TVPaint
ToonBoom Storyboard Pro
Adobe Animate CC
Adobe Photoshop
PainttoolSai
Autodesk Maya
Blender
Adobe Premier pro
Adobe Dreamweaver
Unity
Microsoft office

Hobbies

Novel author
Dance
Dungeons and dragons
Voice acting
Cooking/baking
Quantum mathematics

Languages

English
Dutch

Education

2021 – 2024 BA First Class Honours Animation production - Arts University Bournemouth
2021 Language Cert English communication B2
2016 – 2020 MBO Game art - Media College Amsterdam
With specialisation in agile game production, software, and design
2017 Anglia proficiency certificate English C1
2013 – 2016 VWO - Lyceum aan zee