JOANN CHANG



Los Angeles • (909)272-3644 • changjoanny@gmail.com • www.artofjoann.com

EXPERIENCE

Mar 2025 – Current Storyboard Artist (Freelance) Nickelodeon – The Loud House

- Thumbnail and rough out storyboard panels from script.
- Pitch rough storyboards to Directors and Creative Supervisors for revision notes.
- Ensure every panel includes clear backgrounds, dialogue, and scene labeling.
- Create sequences that fit show style and character performance with the given deadline. I

Jun 2023 – Dec 2024 Storyboard Revisionist Nickelodeon – Wylde Pak

- Work closely with directors, editor, and showrunners to address all stages of revisions before network screening on a day-to-day basis.
- Rework plot and sequences to improve character storytelling.
- Revise boards to punch up staging, composition, and character acting.
- · Flesh out rough panels, camera moves, and character poses for clarity.
- Translate director's vision into rendered scenes, adding performance, action, and comedy.

Mar 2022 – Jan 2023 Storyboard Artist

Nickelodeon - Kamp Koral & SpongeBob SquarePants

- Brainstorm ideas and pitch gags to plus story material with director.
- Reboard scenes for better staging and clarity.
- Flesh out character acting to the story and character dialogue.
- Ensure characters are on model and adjusted to size.
- Address notes from director and creative supervisors to create a rendered-out story.

July 2020 – Mar 2022 Storyboard Revisionist

Nickelodeon - Middlemost Post

- Revise storyboards based on director and executive notes while matching show style.
- Clean up rough boards and flesh out director thumbnails for specified scenes.
- Address acting, hookups, and additional character poses.
- · Conform board and dialogue to final animatic.

SKILL HIGHLIGHTS

- Toon Boom Storyboard Pro
- Adobe Creative Cloud
- Wacom Cintiq
- Autodesk Shotgrid

- Computer: Mac and PC proficient
- Languages: English, Mandarin
- Affiliations: CSUF Pencil Mileage Club
- Interest: Baking, plants, pottery, martial arts, travel