



Eden Hawkes

Scene Prep Supervisor | Pipeline Rigging

I'm a Scene Build Supervisor with over five years of experience across Toon Boom-based 2D productions, specialising in workflow organisation, pre-compositing pipelines, and supporting teams through complex production challenges. Alongside production work, I'm currently expanding my technical skillset through rigging in Toon Boom and Moho, while developing a growing interest in coding and pipeline tools. I'm highly motivated by problem-solving, learning new workflows, and helping teams build clear, efficient production processes.

Contact

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Location

Bournemouth

Website

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Socials

S.asey_Art

Education

Moho Magic - Rigging

2026 @ Adam's Animation Academy

Advanced Rigging Certificate

2025 @ Official ToonBoom

Cut-Out Animation & Rigging

2021 @ Adam's Animation Academy

Animation Production (Hons)

2016 -2019 @ AUB

Art & Design Foundation

2015 -2016 @ Royal Drawing School

SKILLS

- Scene Build /Prep
- 2D Rigging
- Camera & Layout
- Pipeline Development
- Team Leadership
- Cut-out Animation
- Workflow Documentation
- Scripting (Learning)

SOFTWARE

Harmony • Moho • ShotGrid

Ftrack • After Effects • Photoshop

Word • Illustrator • Maya • Unity

Excel • Premiere • TV Paint

Google Workspace

Experience

June 2026

BFX Festival

Animated Women UK Panelist - *Navigating Uncertainty*

Mar 2025 - Feb 2026

Paper Owl Films - Remote

Scene Prep Supervisor / Pipeline - *Pablo: Next Level*

- Led scene prep team on a Toon Boom Harmony production, taking on additional technical responsibilities in the absence of a dedicated Pipeline TD
- Created pipeline development documents across departments, helping shape workflows spanning backgrounds, scene build, and compositing
- Designed and implemented streamlined, reuse-focused workflows across Bg's, scene's and episodes, to improving efficiency and consistency across episodes for both scene prep and downstream departments
- Developed pre-visualisation and pre-compositing structures to support animation and final compositing
- Refined workflows from backgrounds to rigged assets to be more intuitive, scalable, and production-ready
- Led onboarding and training across the team, including tailored support for neurodiverse artists
- Collaborated closely with directors and production to resolve pipeline and delivery challenges
- Aided the wider production's troubleshooting chat, resolving issues for all toonboom user's
- Created a bespoke workflow for scene prep, animation and comp to use web CC intergartion in the production.

Nov 2023 - Mar 2025

Blink Industries – London

Scene Build Supervisor - *Under NDA*

- Designed workflows for a 2D/CG hybrid production, improving integration of CG assets within Harmony
- Led onboarding and training for artists, ensuring consistency in workflows and technical standards
- Developed large-scale crowd workflows and reuse documentation for scene prep and downstream departments
- Directed shot reviews and produced detailed episode kickoff documentation
- Defined and supported pre-compositing and pre-visualisation workflows within scene prep
- Collaborated with HODs and technical directors to resolve pipeline and production challenges
- Maintained quality, continuity, and technical consistency across episodes through shot and episode reviews using ShotGrid

May 2023 - Nov 2023

Gigglebug – Helsinki, Finland / Remote

Scene Build Lead / Supervisor - *Super Duper Bunny League*

- Refined scene build pipeline and improved team efficiency
- Supported onboarding and mentoring
- Assisted with production planning and task management
- Troubleshot technical issues to keep delivery on track

May 2021 – Apr 2023

Dog Ears / Cartoon Saloon – Derry / Remote

Scene Build Artist - *My Brother the Minotaur*