



Micah Cohen

2D Animator

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Employment Highlights



Professor of Animation 2025

Brevard College, Brevard, NC

- Created and taught an animation basics course using the 12 principles of animation. Exercises included the bouncing ball, waving flag and the flour sack.

Animator 2025-2026

Snap Animation, Atlanta, GA

- Worked on educational videos, animated using Adobe Animate puppet rigs
- Rigged characters
- Created backgrounds and designed assets

Animator 2022-2024

Deep Sky, Portland, OR

- Worked on a PSA for mail in ballots in Washington state. It had a Schoolhouse Rock vibe, using Adobe Animate puppets
- Worked on a commercial for the Bundisleague using rotoscope animation

Animator 2023

Cartoonito, Atlanta, GA

- Worked on, "Duck", a traditionally animated short film made in TV Paint. Along with animating, I assisted with background art

Animator 2022-2023

Timbucktoons, Augusta, GA

- Animator on a children's series revolving around the daily life of a young family
- All work was done using rigged puppets in Adobe Animate
- Animated a number of short educational films

Animator 2021

Real Good, New York, NY

- Animator on a music video for Drake
- Animation was done frame by frame using TV Paint

Character Design

2021

Bento Box, Atlanta, GA

- Designed characters for a couple of different TV show pitches

Animator

2021

Renegade Animation, Los Angeles, CA

- Worked on the "Thinking Project", a Chinese television series catering to young children
- All work was done in Adobe Animate using rigged puppets

Internship Experience

2019

Assistant Animator

Studio Film Bilder, Stuttgart, Germany

- Assisted with the production of the children's television series, "Patchwork Pals," as well as other ongoing projects at the studio

Teaching Assistant

2010-2015

The Center For Cartoon Studies, White River Junction, VT

- Assisted in organizing the "Create Comics" workshop. Subjects included the history of comics, publishing with In Design, story-telling and drawing

Education

2018-2021

Savannah College of Art and Design

Savannah, GA

- Received an MFA in animation with a focus on 2D animation
- Received an Outstanding Academic Achievement Award

Pennsylvania Academy of the Fine Arts 1998-2001

Philadelphia, PA

- Received a BFA as a painting major. Classically trained in printmaking, sculpture, painting, drawing and anatomy
- Awarded the Scheidt memorial travel scholarship, Seymour Remnick memorial prize and special notice for the Cantor memorial prize for my work in the annual student exhibition