Ian Mutchler

Writer and Storyboard Artist

Ian Mutchler is a storyteller residing in Bend, Oregon with 7+ years of animation and game development industry experience, with an emphasis on comedy and action narratives.

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Education	Work Experience
BFA Animation 2016 Savannah	WRITER – THIRTEEN GAMES — JUNE 2023 – JULY 2024 Assisted the team with adding narrative, lore, and copy to the mobile game 'Nova Island' for Thirteen Games.
College of Art and Design Cum Laude Savannah, GA	WRITER AND CONCEPT ARTIST – SEGA — FEBRUARY 2022 – MARCH 2023 Responsible for writing the script and supplying concepts for designers on the game 'The Murder of Sonic the Hedgehog.'
	LEAD STORYBOARD ARTIST – TAIKO STUDIOS — MARCH 2022 – SEPTEMBER 2022
SKILLS Strong Comedic	Lead Storyboard Artist responsible for tightening the script, managing board artists, and storyboard assistance for TAIKO Studios on "Pokémon: Path to the Peak."
Writing Experience Adaptability	STORYBOARD ARTIST – CARTOON NETWORK — MARCH 2022 – OCT 2022 Storyboard Artist and Writer on the show "Jessica's Big Little World" for Cartoon Network.
Communication Time Management	STORYBOARD ARTIST - WARNER BROS — JUNE 2021 – MARCH 2022 Storyboard Artist on the show "Bugs Bunny Builders" for Warner Bros.
Organized	STORYBOARD ARTIST – TAIKO STUDIOS – APRIL 2021 – MAY 2021 Storyboard Artist and Revisionist for TAIKO Studios on the short "Bidoof's Big Stand" for Pokémon.
SOFTWARE	STORYBOARD ARTIST - WARNER BROS — OCTOBER 2019 - OCTOBER
Storyboard Pro Photoshop Procreate	<i>2020</i> Wrote full eleven-minute episode outlines and storyboarded on "Jellystone" for HBO Max.
Google Workspace Slack	STORYBOARD LEAD - SEGA — APRIL 2018 - JULY 2018 Lead Storyboard Artist and assisted writing on several YouTube shorts for "Team Sonic Racing Overdrive."
Microsoft Office Suite	STORYBOARD REVISIONIST - DISNEY TELEVISION ANIMATION — 2016-2017 Revised storyboards on the show "Big City Greens" for Disney TVA.