



Erik Lechtenberg
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Artistic Experience

Storyboard Artist - Illumination

2024-2025

- Coordinated with the director to create storyboards for an unannounced feature film

Storyboard Artist - Skydance Animation

2024

- Coordinated with the director and head of story to help develop the story at pitch materials for unannounced feature films

Storyboard Artist - Pure Imagination

2024

- Coordinated with the director to create storyboards and elevate the storytelling for an unannounced Action/Drama animated feature.

Storyboard Artist - Paramount

2023

- Coordinated with the directors to create storyboards for the animated Smurfs feature.

Storyboard Artist - Nickelodeon

2021 - 2023

- Worked with the director to create thumbnails, clean boards and punch up work for episodes of **Kamp Koral**.
- Also worked on storyboards for **Spongebob, The Patrick Show, The Loud House, Max and the Midknights, Big Nate, Monster High and unannounced projects.**

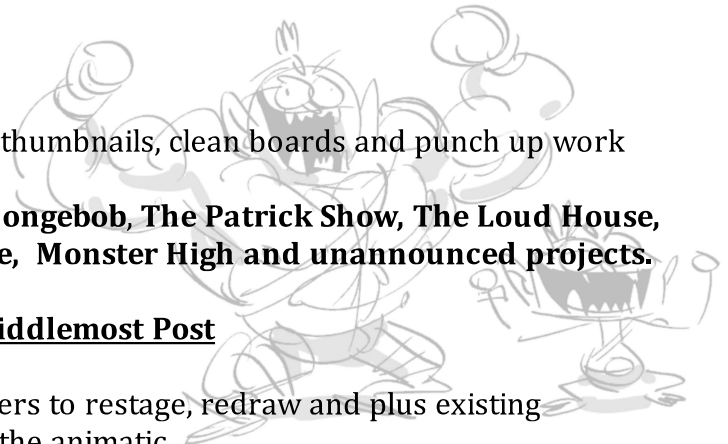
Storyboard Revisionist - Nickelodeon Middlemost Post

2020-2021

- Worked with Directors and Producers to restage, redraw and plus existing storyboards and prepare them for the animatic.

Freelance Story Artist

2017-2020



- Coordinated with directors and producers to create boards for animated features such as **Space Jam 2, Unannounced Feature Films, Short Films, Commercials, and Theme park rides**
- Clients include - **Warner Bros, Sony, Hasbro, Base FX** and many others.

Storyboard Artist - Deeproot Studios

2019

- Developed and produced shorts for online and television
- Handled layout and composition for pinball cinematics

Story/Design Co-Op - Hasbro Futuring Team

2017

- Helped to create, pitch and develop multiple unannounced brands.
- Created storyboards/animations used to get multiple unannounced brands into production.
- Created Storyboards and art assets for the following brands: Transformers, GI-Joe, Baby Alive, Overwatch, Super Soaker, and multiple unannounced brands.

Storyboard Artist - Student Oscar Winning BYU animated short "Grendel"

2016 - 2017

- Collaborated with a team of story artists and directors to produce storyboards.

Character Designer - BYU TV

2016 - 2017

- Carefully designing characters under direction from the director and producer.
- Accepting critique and applying it to improve each design.

Education

- Lehi High School, Lehi, Utah - Graduate 2010
- Utah Valley University, Orem, Utah - Associates of Science 2015
- Yeti School of Storyboarding, Online - 2016
- Brigham Young University, Provo, Utah - Bachelor of Arts/Animation Major - 2018

Software Expertise

- Adobe Photoshop
- Sketchbook Pro
- Toon Boom Storyboard Pro
- Toon Boom
- Adobe After Effects
- Adobe Premiere



- Autodesk Maya