The tutorial can be found here:
https://www.youtube.com/watch?v=CQkMpgfhnbs

GIF to Sprite and Animation has no programming requirements.

Instructions:
1. Install package
2. Import .gif files into project folder.
3. Name your .gif files NameOfPrefab_NameOfAnimation
4. Right click on them and select Create > Gif To Sprite and Animation
5. Select the padding amount. (This allows you to determine how many pixels of empty space you want between the frames)
6. Select Link to Prefab if you want the animations automatically added to an animator at the root of a prefab of the NameOfPrefab
7. Click Apply and Gif To Sprite and Animation does the rest

If you have questions send an email to michaelchugg@dietchugg.com