



DiegoDelaRocha.com
hi@DiegoDelaRocha.com
+1 (778)-319-3491
Vancouver, BC, Canada

Every project is a new possibility to breathe life into characters. Always striving for memorable, believable, and sincere performances.

CAREER

Kwantlen Polytechnic University **Animation Instructor & Mentor - 3D Animation & Modeling + VFX + Foundation Programs**

May 2022 - Present / Richmond, BC - Hybrid

Create and teach curriculum of the following courses:

- ENTA 1101 - Digital Photography.
- *Digital Photography fundamentals.*
- ENTA 1120 - 3D Animation Principles and Techniques.
- *Traditional Animation Approach for 3D Animation.*
- ENTA 1220 - Intro to 3D Animation.
- *Research, Reference, Planning, and Gesture.*
- ENTA 1200 - Intro to Advanced Programs.
- *Intro to Animation, Game Development and VFX*
- ENTA 1300 - Intro to Animation Production.
- *Fundamentals of traditional Animation.*

Bow Valley College - Centre for Entertainment Arts **Animation Instructor - Foundation Program**

May 2022 - Present / Calgary, AB - Remote

Create and teach curriculum of the following courses:

- (ARTF1201, ANMO3D1101, ARTF1403, ARTF1402).
- *Figure Sculpting, Intro to traditional and digital Animation, and Entertainment Industry Preparation classes.*

Langara College - Centre for Entertainment Arts **Animation Instructor - 3D Animation + Foundation**

Sep 2020 - Apr 2022 / Vancouver, BC - Remote

Create and teach curriculum of the following courses:

- *Traditional Animation Approach, Intro to Animation Production, Computer Animation Production, Animation Principles for VFX.*

Little Robot Friends **Art Director + Animator**

Nov 2018 - Jan 2020 / Toronto, ON - Remote

- Art direction, animation, character design, and asset creation for programming game course for young folks *Secret Of The Source Code.*

Doodle Nap **Animator + Illustrator**

Aug 2016 - Present / Vancouver, BC

- Handcrafted animation and illustration for traditional and new media, from TV, to virtual reality, and everything in-between.

Genesis Gaming **Lead Animator + (Varying Seniority)**

Apr 2014 - Jun 2016 / Vancouver, BC

- Animation, Tech Art and Organize animated assets for engineers.
- Liason between in-house and outsourced artists.
- Involved in optimizing *Creative-Engineering* pipeline, templates, wikis, tutorials and UI.

EDUCATION

Schoolism - Jun 2012 - Sep 2012

Gesture Drawing with Louis Gonzales.

Vancouver Film School - Jan 2011 - Dec 2011

3D Animation & Visual Effects (Honours).

SKILLS

- Character Animation
- Gesture Drawing
- Visual Storytelling
- Thumbnailing
- Traditional Media
- Storyboarding
- Illustration
- Colour Theory
- Character Design
- Character Rigging

LANGUAGES

- Hello, Hola, Bonjour, こんにちは, 你好.
- GDScript (Godot), Lua (Pico-8), HTML, CSS, C#.

MISCELLANEOUS FACTS

- **Gameheads - Summer Mentor - Volunteer** (2020 - 2021 / Vancouver, BC - Remote)
- Voice Over cameos on **Untitled Goose Game**, **Wandersong**, and **Ikenfell**.