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

CAREER

Doodle Nap

August 2016 _ Currently
Vancouver, BC

Handcrafted animation and illustration for traditional and new media, from TV, to virtual reality, and everything in-between. Currently developing a video game.

Genesis Gaming

April 2014 _ June 2016
Vancouver, BC

Animate and collaborate with fellow in-house and outsourced artists, while making sure engineers get animated assets organized, on time, and technically compliant. Also, involved in optimizing *Creative-Engineering* pipeline, templates, wikis, tutorials and UI. Without ever forgetting to smile.

Ribbit Ribbit Studios

March 2012 _ February 2013
Vancouver, BC

My main task was to animate, although, I also did some character design and storyboard projects. I also supported the team on whatever I could contribute with e.g., brainstorming, technical support, and dance with Tomasito the tortoise pet.

Giant Ant

May 2012 _ May 2012
Vancouver, BC

Delivered all 3D animation needed for the project on schedule, and helped finish hand-drawn animation on the last bit. I learned Cinema 4D & Flash to integrate with the studio's pipeline.

EDUCATION

Schoolism

June 2012 _ September 2012
Online

Gesture Drawing with Louis Gonzales

Vancouver Film School

January 2011 _ December 2011
Vancouver, BC

3D Animation & Visual Effects (Honours)

SKILLS

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

LANGUAGES

Hello, Hola, Bonjour, こんにちは, 你好.

RANDOM FACTS

- Can move my neck like a pidgeon.
- Mexican ice-hockey goalie.
- Found out who Oprah Winfrey is recently.