



OBJECTIVE

As a versatile 2D & 3D artist, with extensive university-level tutoring experience, I possess a keen ability to quickly learn and master new animation styles, techniques, and software programs.

EXPERIENCE

FREELANCE 2D ANIMATOR LAUNDROMAX

JAN 2025 - PRESENT

- Executed cleanup and coloring for a commissioned animation project.

2D ANIMATOR MANA-T STUDIOS

JUN 2024 - JAN 2025

- Handled 2D cut-out animation, rough animation, cleanup, and coloring across multiple animation projects.
- Developed prop designs, concept art, and comic illustrations featuring the company's brand mascot.
- Developed storyboards and animatic concepts for a dance sequence featuring the company's brand mascot.
- Utilized industry-standard tools such as Photoshop, Illustrator, After Effects, and Toon Boom Harmony for various animation and design tasks.

2D & 3D ARTIST TWO42 STUDIO

MAY 2021 - DEC 2023

- Handled 2D sprites animation and 3D modeling & texturing across multiple videogames projects.
- Developed character designs and UI designs for a range of videogames projects.

FREELANCE GRAPHIC DESIGNER

MAY 2019 - DEC 2024

- Created visually engaging poster designs for academic and extracurricular activities.
- Developed logo designs, icon sets, and mockups for branding and presentation purposes.
- Produced a range of illustrations, including human portraits, still life, and animal subjects.

PEER TUTOR OF TITTLE V PROPOSAL ATLANTIC UNIVERSITY

OCT 2021 - MAY 2023

- Provided mentorship to a diverse group of students on a quarterly basis, offering guidance and support in their creative development.
- Covered topics such as animation, video compositing, and visual development during mentorship sessions.
- Applied expertise in Photoshop, Illustrator, After Effects, and Toon Boom Harmony for the mentorship program.

SKILLS

- Teamwork, fast learner, collaborative, organized, time management, and bilingual: english and spanish.

EDUCATION

Atlantic University - Guaynabo, Puerto Rico

AUG 2019 - MAY 2023

- Bachelor's in Science of Digital Animation

INTERSHIPS

ANIMATOR MANA-T STUDIOS

NOV 2023 - JUN 2024

- Supported the creation of rough and 2D cut-out animations across multiple projects.
- Handled tasks including prop design, sketch cleanup, and implementation of video effects.
- Created test animations in 2D using Toon Boom Harmony and conducted 3D animation tests using Blender.

PROJECTS

CANGREJITO SHORTFILM

JAN 2025 - MAY 2025

- Worked as a 2D concept artist, designing environments, assets, and building concepts for a seashore-themed project inspired by Puerto Rico.

BLUE SHIELD VIDEOS

DEC 2023 - JAN 2025

- Created cut-out animations using Toon Boom Harmony and developed rough animation guides to support scene development.
- Handled prop design and cleanup of character turnarounds, as well as video effects creation using After Effects.

ROCK'O'LANDIA MUSICAL SERIES

JUN 2024 - DEC 2024

- Worked as a 2D animator specializing in cut-out animation using Toon Boom Harmony, contributing to multiple shots across various episodes.
- Executed lip-sync animation for character dialogue and singing using 2D cut-out methods.
- Animated character performance and dance animation to various shots within the project.

SOFTWARES

- Photoshop, Illustrator, After Effects, Premiere Pro, Maya, Blender, Toon Boom Harmony, Storyboard Pro, and Pro Motion.