



MICHELLE MARIE BLIX KOLLER

Stop-Motion Artist

EDUCATION

- Internationa Baccalaureate at The EDRON Academy, MX (2007-2012) ☹
- Internationa Baccalaureate at The Westhill Institute, MX (2012-2014) ☹
- Graphic Design BA at Universidad Iberoamericana, MX (2014-2015) ☹
Dropped out after one year.
- 3D Digital Arts BA at TRUEMAX Academy, DK (2015-2018) ☹
Two grad short films at TRUEMAX Academy and a developed videogme, DK (2016,2017,2018)
- Stop-Motion Production and Animation MA at ECIB, ES (2019-2021) ☹

EXPERIENCE

- ❖ Production and Animation Internship at Ado Ato Pictures, NL (Jan-Jul 2018)
Worked alongside senior artists and producers during the pre-production and production stages for the short film 'Another Dream': an animated VR/AR experience. The animation part of the internship consisted of creating 2D and 3D content for the film, like Concept Art, 2D animations, illustrations, and graphic design; and 3D texturized models from Concept art. The production part of the internship consisted of making storyboards, organizing the schedule for the VR artists sessions, as well as implementing 2D and 3D assets into Unity, and testing the experience in Virtual Reality.
- ❖ Game Master at Maximum Escape, ES (Sep 2019- Oct 2020)
The job consisted mainly of the creative improvisational performance of an established character for storytelling. Client service and small office work like minor accounting and keeping records. Worked in a fast-paced environment, in a team as well as individually.
- ❖ Freelance illustrator and Graphic Designer (2018- 2020)
- ❖ Freelance Animator (2019- Present)

PROJECTS

- First solo production/ passion project Stop-Motion short film 'BLOOD', MX (Aug 2018- Jun 2020) ☹
Made my first short film 'BLOOD' in Stop-Motion. I worked on it alone until the post-production process with other independent artists. Film Festivals: Premiered at Gallup UFO Film Festival, Gallup, New Mexico, US (Oct 2020); Lift-off Global Network- First time Filmmaker Sessions, NY, US (Dec 2020); BOX Short Film Festival, Tehran, IR (Feb 2021) Semi-Finalist.
- Master thesis grad Stop-Motion short film a ECIB, ES (Mar 2020-Jul 2021) ☹
Concept Art, set, props and character artist, animation and graphic design for post-production.

SKILLS

- ◆ Specializes in creative thinking and execution
- ◆ Strong competence in design, color theory, illustration and anatomy
- ◆ Native in English and Spanish; excellent written and oral communication
- ◆ Software | Dragonframe | Premiere Pro | Photoshop | Autodesk Maya | 3D Coat | Out of 6 ●●●●●●

ADDITIONAL

- 8-week course 'Creature Design for Film and Games' on CG Master Academy (2016) ☹
- 9-week course 'Anatomy and Figure Drawing' on CG Master Academy (2017) ☹
- 8-week course 'Creature Sculpture Fundamentals for ZBrush' on Moose Training (2017) ☹
- 2-week course on Iterative Design on CG Spectrum (2017) ☹
- Published artwork: Art magazines 1340 Art (2016, 2017), Interview CreativPaper, UK (2018) ☹
- Exhibitions: Rosa Bahía by Colectivo Chilango, MX (2019), Festival Resonancia by Discos Diablito, MX (2019) ☹

References available upon request.

Nationalities: Mexican, American

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