

# Andrea Velasco

## 2D Animator



mystixiola@gmail.com



<https://mystixiola.portfolio.site/>



/andrea-vv/

I'm a dedicated and determined 2D animator specialized in cutout and hand-drawn animation. With a background at team-based environments, I'm passionate for 2D rigging and delivering excellent results by putting my skills into practice.

### LANGUAGES

- Spanish - Native
- English - Fluent

### SKILLS

- Leadership
- Punctuality
- Teamwork
- Creativity
- Project management

### SPECIALIZED SKILLS

- Bipedal character animation
- Cutout 2D animation
- Hand-drawn 2D animation
- 2D Rigging

### SOFTWARE SKILLS

- Toon Boom Harmony
- Toon Boom Storyboard Pro
- Flow Production Tracking
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Illustrator
- Autodesk Maya
- Blender

## EXPERIENCE

### VOLUNTEER

SPARK CG Society |Canada| (OCT - NOV 2023)

- Kept a friendly environment between guests and the public by making sure the rules were followed, and maintaining effective communication with supervisors and fellow volunteers.
- Participated in customer service by helping attendees with their ticket purchases and addressing questions related to the event.
- Hosted special guests by offering support and assistance before, during, and after their conference(s).

### MENTOR

Compañía de Arte y Diseño - Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Estado de México (ITESM CEM) |Mexico| (NOV 2019 - DEC 2022)

- Leader and team member in the creation of artistic projects locally and internationally within the institutional framework.
- Managed projects by establishing a work plan, assigning teams, budgeting, and keeping good communication with other members.
- Found creative solutions in order to meet deadlines and quickly adapt through any unexpected challenges.
- Won first place at the VibrArt Arts & Culture Festival in 2021 for the "Three-dimensional Work" category with our animated short film titled "Abstracción del Pensamiento".

### ILLUSTRATOR

PICO Informativo |Mexico| (JUL 2020 - OCT 2021)

- Created cartoons for a digital newspaper.
- Researched and kept updates about any relevant or trending topic nationwide and worldwide.

## EDUCATION

### CLASSICAL ANIMATION - POST SECONDARY DIPLOMA

Vancouver Film School |Canada| (MAY 2023 - APR 2024)

- Graduated with honours.
- Specialized in 2D animation with a focus on 2D cutout and hand-drawn animation, 2D rigging, body mechanics, facial expressions, and lipsync.
- Worked in a team-based environment, participating in production meetings, solving technical problems, and practicing good organizational skills.
- Successfully created and completed a short film by actively engaging in every phase of the pipeline.

### BACHELOR'S DEGREE IN ANIMATION AND DIGITAL ART

Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Estado de México (ITESM CEM) |Mexico| (MAY 2018 - DEC 2022)

- Graduated with honors.
- Learned the workflow from 2D and 3D animation projects, as well as the optimization of technical processes in production and postproduction.
- Produced a pitch bible for a 2D miniseries titled "Fuera de Espacio", while also participating in the character design and visual branding of the project.
- Completed a 3D short film recreating a scene from "Men In Black", showcasing a focus in animation, backgrounds, and materials.