



Marleia Alfaro • marleia@marleia.net • 858.610.4830 • marleia.net

3D and 2D Character Animator with diverse experience in visualization and VFX in feature film, television, and short film, including multiple Disney and Warner Bros. productions. Personally praised by superiors for specificity in animation performance, efficiency in delivery, thorough communication, and translation of passion and enthusiasm for each and every project.

Core Competencies

- 3D Animation
- 2D Animation
- Layout Animation
- Photography
- Painting
- Perspective & Composition
- Graphic Design
- Video Editing

Software & Technical Knowledge:

- Autodesk Maya
- Toon Boom Harmony
- TV Paint
- Unreal Engine 5
- Shotgun Studio
- Adobe After Effects
- Adobe Premier Pro
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Nikon D7100 and D5600
- Vray

Education

Academy of Art University - 2017
MFA in 3D Character Animation

San Diego State University - 2014
BA in Art Multimedia

Animation Experience

Visualization Artist

Day For Nite - Los Angeles, CA - 2021 to Present

- Responsible for previs and postvis animation using Maya, After Effects, importing of mocap, and ingestion into Unreal Engine 5. Notable experience on multiple films including Disney's *the Haunted Mansion*, and WB's *Blue Beetle*.

2D Clean-up Animator

Octopus Labs - Remote - Sep. 2022 to Present

- Provided drawn digital animated in-betweens, final clean up line work using very meticulous taper style line art, and final color for film sequences on revived Disney short film "the Flower" using Toon Boom Harmony and Photoshop.

3D Animator

The Third Floor - Los Angeles, CA - Jan. to Jun. 2021

- Animated cameras, characters, creatures, and VFX for previs of WB's *Shazam! Fury of the Gods*.
- Praised by superiors for efficient work ethic, and "being a big fan throughout the project."

Previs Animator

Moving Picture Company - Sherman Oaks, CA - Feb. to Dec. 2020

- Previs animation for Disney+ feature *Chip and Dale Rescue Rangers* which required polished character animation performance to drive camera movement and composition. Utilized occasional mocap import and clean up.
- Praised by supervisors for exemplary animation delivery and acting choices.

2D Animator - Contract

Mighty Animation Studio - Remote

“Yakka Dee” - *Jun. to Aug. 2020*

- Cut-Out Animator on main characters for 2D animated BBC Childrens’ series using Toon Boom Harmony.

“Sadie Sparks” - *Aug. to Nov. 2018*

- Rough Key Animator on main characters for Disney Channel UK series. Translated key poses and timing from animatic to model in Toon Boom Harmony.
- Praised for acting and physical performance in animation, and efficiency in shot delivery.

3D Animator - Contract

Anamon Studios - San Francisco, CA - *2018 to 2019*

- Character Animator and Layout Artist on award-winning 3D Animated short film, “Let’s Eat” using Maya in collaboration with Nimble Collective.

2D Animator

Simon Films Studio - Remote

“Aitana and Reik Music Video” - *Apr to May 2020*

“Great Adventure Railroad” - *May to Aug 2019*

- Animator, In-Between, Clean up Artist for contract short film project in Toon Boom Harmony.

2D Artist

Hit Reset Games - Remote - *2017-2019*

- Designed and Animated 2D assets, characters, and backgrounds on multiple mobile games and demos currently in production.

Project Coordinator

Novaby - Remote - San Francisco, CA - *2018*

- Communications and networking specialist for 3D Artist outsourcing company, working with clients and artists to recruit new projects and talented artists, teaching them how to use our platform at Novaby.com.

Assistant Animator - Contract

USC School of Cinematic Arts, Los Angeles, CA - *2018*

- 2D digital animation and in-betweens for 2D animated short film “Felix” using TV Paint.
- Recognized by directors and coordinators for attention to detail, enthusiasm, and efficiency.

Director/Lead 3D Character Animator

Barry the Blobfish - AAU Master’s Thesis, San Francisco, CA - *2014 to 2017*

- Responsible for overall 3D Character Animation, and Direction.
- Nominated at 5 out of 40 film festival exhibitions around the world.

Achievements and Extra Curricular Experience

IGDA Foundation Volunteer Photographer *2017 to Present*

- Event Photographer for International Game Developers Association at GDC, E3, and Casual Connect.

Women in Animation Member *since 2017*

Women in Animation Mentorship Program *Fall 2019*

Rise Up Animation Member *since 2019*

Barry the Blobfish

- Original 3D Animated short film exhibited and recognized at 40 film festivals around the world.