



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

2D and 3D Animator, Previs and Postvis Artist with 5 years of film entertainment experience, and Graphic Designer and Photographer for print media. A jill-of-all-trades. Praised by superiors for efficient and quality animation performance, contribution of creative ideas, and attention to detail. Known by teammates for enthusiasm for each project, efficient collaboration, and positive attitude.

Core Competencies

- 3D Character Animation
- 2D Character Animation
- Illustration
- Perspective & Composition
- Cameras and Photography
- Graphic Design
- Story
- Video Editing

Software & Technical Knowledge:

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

Education

Academy of Art University - 2017

Master of Fine Arts
3D Character Animation

San Diego State University - 2014

Bachelor of Arts
Art Multimedia

Animation Experience

3D Character Animator

Aviary Productions - Remote - *Sep 2025 to Present*

- Character and creature animator for humans and bird characters in indie horror video game using Blender and Unreal Engine.

2D Pixel Character Animator

Red Rain - Small Loan Studio - Remote - *Sep 2025 to Present*

- Animated 2D Characters in pixel art style using Aseprite for indie video game.

2D Clean-up Animator

"The Flower" - Walking Octopus Studio - Remote - *2022 to Present*

- Hand-drawn digital traditional inbetweens and final clean-up animation using Toon Boom Harmony and Photoshop utilizing tedious frame-by-frame detailed brush work in a tapered Japanese woodblock print stylization.

Visualization Artist, Previs and Postvis

Blue Beetle, Haunted Mansion, Lilo and Stitch, Rebel Moon, Superman

Day For Nite - Los Angeles, CA - *2021 to 2024*

- 3D character and creature animation, camera layout, lighting, vfx using Maya, After Effects, and Unreal Engine 5. Workflows often involved keyframe animation with some mocap integration from MotionBuilder, 3D tracking in PFTrack, and utilizing sequencer and animation tools.
- Recognized by supervisors and clients effective communication, and strong detail-oriented problem-solving contributions.

Previs Artist

Shazam 2 - The Third Floor - Los Angeles, CA - *Jan to Jun 2021*

- Responsible for camera layout, creature and character animation, fx, lighting, and compositing of shot sequences in Maya and After Effects.
- Recognized by supervisors for positive energy, work ethic, and passion for the project.

Social

 /marleia

 /marleialfaro

 @martianillustrations

Previs Artist

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

- Responsible for 3D character animation, shot creation, and motion capture clean-up for previsualization of feature film for Disney+.
- Praised by supervisors and leaders for exemplary character acting choices and delivery.

2D Animator - Mighty Animation Studio

"Yakka Dee" BBC - Cut-out Animator - Remote - Jun to Aug 2020

- Cut-out Animation from animatic storyboard reference to final in Toon Boom Harmony.

"Sadie Sparks" Disney Channel - Rough Key Animator - Remote - Aug to Nov 2018

- Rough keyframe Animator on main characters, animated in Toon Boom Harmony.

2D Artist - Hit Reset Games

"Bye-Bye Balloon" - 2D Artist - Remote - 2017 to 2020

- 2D Animation, assets, and background artist on indie endless runner mobile game in production.

"The Exile" - Character Designer - San Francisco, CA - Jan 2015 - Nov 2015

- Designed main character for mobile game, including sketch process, turnaround, and color schemes to be translated into 3D space.

3D Animator

"Let's Eat" - Anamon Studios - 2018 to 2019

- Character animator and layout artist on award-winning indie 3D short film using Maya and AWS.

2D In-Betweens Animator

"Felix" - USC School of Cinematic Arts - Los Angeles, CA - Jan 2018 to May 2018

- 2D traditional animation and in-betweens for graduate thesis short film using TV Paint.

Academy of Art University Master's Thesis

"Barry the Blobfish" - Director and 3D Animator - San Francisco, CA - 2014 to 2017

- Director and animator of original self-written 3D short film, "Barry the Blobfish."
- Semi-Finalist at 5 out of 40 recognized film festival exhibitions worldwide.

Other Experience

Graphic Designer

Latitude 38 Group - San Francisco, CA - 2017-2020

- Designed assets for affordable housing company marketing and web design including banners, posters, flyers, and web graphics with Adobe Creative Suite, HTML and CSS.

Disneyland Resort

Photopass Photographer - Anaheim, CA - 2018-2020

- Responsible for capturing the magical moments of each guest and their experiences at the resort. Utilized fundamentals of storytelling composition, and communicating creative direction to create dramatic, engaging photographic moments.

Merchandise Host - Disney College Program - Anaheim, CA - 2017 - 2018

- Performed excellent retail customer service at Fortune 500 Company.

Managing Editor and Graphic Designer

Tunage Magazine - San Diego, CA - 2012 - 2014

- Designed online student music magazine website, blog, social, print spreads, logos and visual identities. Established writing and editing articles for local events and reviews.
- Press photographer at multiple concerts and music events.

Graphic Design Intern

ICNG Media - San Diego, CA - 2012

- Designed web and print ads, and logos for KSDY-50 TV Spanish-speaking station.
- Operated under restricted deadlines and fast paced workflow. Recognized for efficiency and positive work ethic.

Achievements and Extra Curriculars

- Active Member of Rise Up Animation, Asians in Animation, Women in Animation, and Women in Games International
- International Game Developers Association Volunteer since 2016
- Kali Filipino Martial Arts—a weapons-based melee and hand-to-hand combat