



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

Self-driven Animator and Visualization artist, prominent in film, television, and games industries, Graphic Designer and Photographer for print media. A jill-of-all-trades. Praised by superiors for efficient and quality performance, creative contribution, and attention to detail. Known by teammates for enthusiasm for every project, efficient communication, and positive energy.

Core Competencies

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

Gameplay Animator

Dark Aviary - 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.

Red Rain - Small Loan Studio - Remote - Sep 2025 to Feb 2026

- Produced 2D pixel art character animations using Aseprite for RPG game now FTP on Steam.

Animajo, Walkman - Game Jams 2026

- Contributed to Metroidvania x Magical Girl Game Jam and Unlikely Collaborators Game Jams 2026 as the sole artist and animator on our teams utilizing Aseprite for 2D pixel animation style assets, UI, and overall design

2D Clean-up Animator

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

- Developed and-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

Superman, Lilo and Stitch, Rebel Moon, Snow White, Blue Beetle, the Haunted Mansion

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

- Responsible for 3D character and creature animation, camera layout, lighting, vfx for multiple blockbuster feature films. Workflows involved Maya, After Effects, Unreal Engine 5, mocap integration and clean-up from MotionBuilder, 3D tracking in PFTrack, and utilizing sequencer 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

Social

 /marleia

 /marleiaalfaro

 @martianillustrations

- Animated cameras, characters, creatures, fx, and lighting, with compositing of shot sequences using Maya and After Effects.
- Recognized by supervisors for positive energy, work ethic, and passion for the project.

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 Studios - Remote

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

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

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

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

Creative Experience

Freelance Graphic Designer

Morning Cup Oracle - 2026 - Present

- Graphic designer, illustrator, print tester, and consultation quality control for various card games including trading cards and oracle decks currently in production.

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

- Captured the magical moments of thousands of guests and their experiences at the resort. Utilized fundamentals of storytelling composition, brand image, and creative direction to create engaging, photographic memories.

Managing Editor and Graphic Designer

Tunage Magazine - San Diego, CA - 2012 - 2014

- Co-developed 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, and assistant to artist shoots.

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