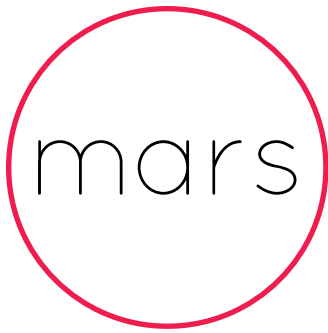




Marleia Alfaro • marleia@marleia.net • 858.610.4830 • marleia.net

Enthusiastic Animator prominent in film, television, and games industries, and Graphic Designer and Photographer in multimedia and communications. A jill-of-all-trades. Praised by superiors for efficient and quality performance, creative contribution, and attention to detail. Known by teammates for efficiency, communication, and positive energy.

Core Competencies

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

Software & Technical Knowledge:

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

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

Game Animator

Pixel Games Studio and Boundless Gamers - *June 2026 to Present*

It's a Conspiracy

- Character and creature animator for player, humans, enemies, and cut scene story cinematics on adventure RPG charity game project with workflows in Blender and Unreal Engine.

Aviary Productions - Remote - *Sep 2025 to Present*

Dark Aviary

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

Small Loan Studio - Remote - *Sep 2025 to Feb 2026*

Red Rain

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

Animajo, Walkman - Game Jams 2026

- Contributed art and animation 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

Previs and Postvis Artist

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

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

- 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.

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

Shazam 2

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

Rescue Rangers

- 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

Walking Octopus Studio - Remote - *2022 to Present*

The Flower

- 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.

Mighty Animation Studios - Remote - *2018 and 2020*

Yakka Dee BBC Kids, Sadie Sparks Disney Channel UK

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

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

Felix - In-Betweens

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

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.

Barry the Blobfish - Academy of Art University Master's Thesis - 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.

Creative Experience

Graphic Designer

Freelance - 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.

Internship - 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.

Managing Editor - 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

Photographer

Events - International Game Developers Association - *2017 - Present*

- Event photographer for GDC and E3

Photopass - Disneyland Resort - 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.
- Recognized by clients and superiors for excellent, engaging service.

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