

Melissa Guerrieri

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Objective

I am a 2D & 3D artist and animator looking for work at a great studio.

Experience

Nelvana

November 2018 – Present

2D Animator

Using Toon Boom, I am an a 2D animator on the children's series *Esme and Roy*.

Portfolio Entertainment

Dec 2017 – November 2018

2D Animation Revisionist and Animator

Working closely with the production managers, leads and animators to complete animation revisions and animate various scenes for the show *Bravest Warriors* using Toon Boom. To ensure I met close deadlines for revisions, I had to work quickly and efficiently, while maintaining high quality results. I developed an even greater eye for detail while doing revisions to ensure all revision notes were addressed, as well as issues that were not noticed or listed before they were given to our revision team. As a revisionist and animator, I was constantly jumping back and forth between tasks to ensure I met deadlines for both positions. What helped me achieve the goals of these two tasks was making sure I completed revisions 1 – 2 days before their deadline so that they could be checked over and have enough time to fix other issues. As an animator, we had weekly deadlines that I always strived to complete at least a day before their due date. Although I was doing two jobs, I was still capable of handling a full animation quota of approximately 450 frames per week, and sometimes I was given more quota if I was ahead of schedule.

Portfolio Entertainment

July 2018 – August 2018

2D Animator

Worked closely with the production manager and lead animators to complete scenes for a *6Teen* PSA about voting using in Toon Boom.

Animotion Graphics

Aug 2017 – Dec 2017

3D Artist

Working in 3ds Max, I modelled and rigged a character for RBC. I used Cinema 4d to pose and do rough animation tests.

Everlink Payment Services Inc.

Jul 2017 – Aug 2017

2D Layout Artist

Using Photoshop, I completed various layouts depicting the interior and exterior of a bank/service centre.

Cuppa Coffee Studios

April 2017 – July 2017

2D Lead Artist

Worked closely with the Creative Director to complete the successful pitch and designs for the Nickelodeon Kids' Choice Sports Super Bloopers. As a result, I contributed to the ten advertisements by being in charge of creating and animating the audience, designing and cleaning up various layouts and character designs, and animating various scenes. I was also in charge of placing graphics and client logos throughout the ten promotional ads.



Education

Seneca College of Applied Arts and Technology

2013 – 2016

Advanced Diploma
Animation

Technical Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Flash
- Toon Boom
- Spine Professional
- 3DS Max
- Zbrush
- Substance Painter
- XNormal
- Unreal Engine
- Straight ahead animation
- Puppet animation
- 3D animation
- 2D layouts
- Character design
- Concept art
- Environmental design
- 3D organic and inorganic modeling
- Traditional and digital painting

Soft Skills

- Creative/Artistic
- Able to listen
- Confident
- Collaborative
- Dedicated
- Motivated
- Accept all feedback
- Enthusiastic
- Flexible
- Adaptable
- Attentive
- Friendly
- Team player
- Follow instructions
- Independent
- Leadership qualities
- Organized
- Patient
- Stays on task
- Love of learning new things