

# Manoela Veloso

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## CAREER GOALS

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To continue progressing in my career as a Designer and Color Artist in animation. Using the skills I have gathered for the past 4 years in the industry, I contribute to an efficient workflow as a self sufficient worker who can adapt well in fast paced situations. I successfully use my knowledge of 2D animation design to create production-ready pieces, and seek to learn new skills with every project.

## SOFTWARE PROFICIENCY

- ToonBoom Harmony
- Adobe Photoshop CC
- Adobe After Effects
- Adobe Animate
- Filemaker
- Shotgrid
- Storyboard Pro
- Procreate
- Microsoft Office

## EXPERIENCE

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2021-2024

### BG Paint Artist - multiple projects

Titmouse Studios

I used my color and rendering skills to paint layouts for episodic shows, maintaining the specific show style and the continuity of the shots, focusing on specific time-of-day instructions and correct element separation for easy use across the pipeline. Communication with BG and animation departments is key to ensure fast progress and good file organization practices.

### Shot Planning Artist - Peanuts Specials

Wildbrain Studios

2020- 2021

I worked with ToonBoom Harmony to set up a scene ready for animators to use, based on storyboards. I create and pose characters, props and background elements and place them in the shot, adding in camera movement, with a focus in shot continuity/hook ups and placement of assets for use by animators and the rest of the pipeline.

## EDUCATION

### Capilano University, Vancouver BC

2D Animation and Visual Development Diploma

### Quanta Arts Academy, Brazil

Drawing fundamentals and hand-drawn illustration certificate

## REFERENCES

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**Lil Babic** | Line Producer at Titmouse Studios

Lil.babic@titmouse.net

**Heather Arm** | BG Paint Supervisor at Titmouse Studios

Heather.arm@titmouse.net