Manoela Veloso

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# CAREER GOALS

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 • Shotgrid
* Adobe Photoshop CC • Storyboard Pro
* Adobe After Effects • Procreate
* Adobe Animate • Microsoft Office
* Filemaker

# EXPERIENCE

# BG Paint Artist - multiple projects

Titmouse Studios

2021-2024

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.

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# EDUCATION

**Capilano University, Vancouver BC**

2D Animation and Visual Development Diploma

**Quanta Arts Academy, Brazil**

Drawing fundamentals and hand-drawn illustration certificate

# REFERENCES

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

Lil.babic@titmouse.net

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

Heather.arm@titmouse.net