

MIRRA TUBIOLO

Freelance Animator and Visual Artist

EXPERIENCE

CHARACTER DESIGNER

Starlife (early development webseries) 2017-present

Sole production designer, preproduction and concept animation development. 40 completed character designs with more in the works. Designs include humans, robots, aliens, animals, and anthropomorphic characters.

Unmasked (Thesis film) 2019

Created 16 character designs and rigs for thesis film project.

PROP DESIGNER

Unmasked (Thesis film) 2019

Created prop assets in Adobe Animate

Susan And The Not-So-Super Friends (animated webseries) 2021

Designed and rigged props based on animatic, script and director instructions.

BACKGROUND DESIGNER

Jasmine (Thesis film) 2016

Sole background designer. Completed approximately 80 background images based on animatic and lead direction.

Iridescence (Thesis film) 2018

Sole background designer. Completed approximately 110 background images based on animatic and lead direction.

Unmasked (Thesis film) 2019

Sole layout artist, background designer and coloring artist. Completed approximately 35 background images [Unannounced Project] (animated series) 2019
Background concept artist for early animated series pre-production

ANIMATOR

Unmasked (Thesis film) 2019

Sole animator. Completed approximately 210 seconds of animation within 3 months despite frequent technological difficulties due to program errors.

Susan And The Not-So-Super Friends (animated webseries) 2021

Lead Animator, character rigging artist and animation editor. Worked directly with series director, lead character artist, and storyboard artists to maintain storytelling and fix discrepancies between script and animatic.

INTERNSHIPS/VOLUNTEER PROJECTS

Sonder Games 2019

Created 2D UI and 3D prop assets for indie game development projects. Helped with layout and level design.

Hype Club 2020

Managed project workflow and worked as an animator, prop designer, editor, and background designer. Produced 10-20 backgrounds per day when doing background work, and 1-2 minutes of animation per week.

CONTACT



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SKILLS

- Photoshop
- After Effects
- Adobe Animate/Flash
- Illustrator
- Autodesk Maya
- MotionBuilder
- Unreal Engine
- Notepad++
- Youtube
- Google Suite
- Microsoft Office

EDUCATION

2015-2019

Loyola Marymount University

Bachelor of Arts in Animation