

OLIVIA PELLICER

CHARACTER ANIMATOR

EXPERIENCE

- **Straight To Tell – 2021-2022**
Character animator
2D character animation for television pilot *Two Dope Bugs*
- **Bento Box – 2019-2021**
Character animator
2D character and effects animation for television and Netflix.
- **Supernova Design – 2018-2019**
2D animator
Character and effects animation for a 3 minute long short film.
- **Macondo Games – 2018**
2D animator
- **Big Jump Entertainment – 2017-2018**
2D Animator
Puppet animation for season 3 of HBO network's *Animals*.
- **Academy of Art University – 2016-2017**
Lab technician
assist students with technical issues and creative problem solving.

SKILLS

- Adobe Photoshop
- Maya -animating, modeling, rigging
- Adobe After Effects
- ToonBoom Harmony
- Spine
- Zbrush

EDUCATION

- Academy of Art University, graduated May 2015 San Francisco, CA
School of Animation & Visual Effects, BFA
- Major: Fine Arts, emphasis in 2D character animation
- Acad School Online, 2019
- Storyboard Pro training certification

LANGUAGES

Fluent in English and Spanish.

INTERESTS

Zoology, museums, science fiction films, nature documentaries, anatomy. Volunteered at the San Francisco zoo as an educator and tour guide for 5 years.