

Michelle Garcia

2D Generalist ✉ mg.artist32@gmail.com 🌐 www.artofmichi.com PASSWORD: Michelle2022

EDUCATION

Art Institute of California Bachelor's degree in Media art and animation
Santa Monica, CA | 2007-2011

SKILLS

- 2D animation
- 3D animation
- Storyboarding
- Art direction
- Motion Graphics
- UI animation
- Graphic Design
- Compositing
- Video editing
- VFX

SOFTWARE

- After effects
- Premiere Pro
- Photoshop
- Illustrator
- Animate CC (flash)
- Toonboom Harmony
- Spine
- Blender
- Cinema 4d

Over 10 years of experience in Storytelling, editing trailers and presentations, TV commercials/advertising, web content and UA videos.

EXPERIENCE

Seismic Productions

- ❖ Motion Graphics animator- Movie titles such as 80 for Brady, Zatima (BET) and HULU | Dec 2022 - Jan 2023

Warner Brothers Discovery

- ❖ Technical Director on “Harley Quinn’s Valentines day special” | Sept 2022 - Dec 2022

Performance Creative Group

- ❖ Senior Motion Graphics Artist and Video Editor- Funko Pop, Disney Emoji Blitz, Network studios Disney Parks, Pop town | Sept 2018 - Oct 2022

Plus Three

- ❖ Storyboard artist/ Motion Animator/Illustrator- Non profit 5 video series | May 2022 - Aug 2022

MidnightKids Studios Inc.

- ❖ Animator and Composer- Feature film “Mars” | Nov 2021 - Aug 2022
- ❖ Character Designer/ After effects Rigger and Animator- 3 episodes on “Mondo Trashed 3042” | Jan 2019 - Nov 2019

Peacock NBC

- ❖ Storyboard artist / Revisionist- 15 minutes for a docu-series “Heavyweights” pilot | Oct 2021 - Dec 2021

Starburns Industries

- ❖ Animator and Composer- 3 episodes for a show on fox network called “CAKE” | Jan 2021 - May 2021

Yett Marketing

- ❖ Animator | Jan 2019-Dec 2021

Tadapix Animated Marketing

- ❖ Creative Director | Los angeles, CA | Jun 2012 - Sept 2020

Homa Games

- ❖ Background Illustrator- | Los angeles, CA | Jun 2019 -Jan 2020

The Matthew Hussey Company.

- ❖ Creative Director/Web content creator- 10 episode series based off of successful youtube channel | Oct 2017 - Dec 2020

CONTACT

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📍 Hollywood, LA

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AWARDS

- GDG Residential artist- 2020
- Nick's artist Program- Finalist 2019
- Voyage LA- Interview 2019
- Galaxy Girl- Book series 2014

CV

Seismic Productions

Motion Graphics Animator | Nov 2022 - Jan 2023

- ❖ Design balanced compositions in a wide range of styles with experience designing creative across all social platforms.
- ❖ Partner with the Creative Director, Art Director, other Designers and Project Managers on a variety of projects and work as a team.
- ❖ Created animated text, lower thirds, title cards, cinemagraphs, broadcasting and social media materials.
- ❖ Execute best practice trending content/design techniques.
- ❖ Contribute to ideation and content brainstorming sessions.
- ❖ Clearly articulate concepts when contributing to content creation.
- ❖ Continually survey and discuss design techniques, theatrical and branding trends.
- ❖ Explore innovative ways to leverage emerging technology across social campaigns

Warner Brothers Discovery

Technical Director | Sept 2022 - Dec 2022

Creative Visual effects for the Harley Quinn Valentine's Day Special

- ❖ Plus scenes and kept an eye out for continuity
- ❖ Created particle effects with industry standard plug-ins (Red Giant trapcode, Video Copilot, element 3d etc.)
- ❖ Comped scenes from Overseas and Internal Animation
- ❖ Created VFX such as explosions, smoke, magic FX, blood, light effects, and color correction

Performance Creative Group

Senior Motion Graphics Artist and Video Editor | Sept 2018 - PRESENT

Created highly engaging videos used to grab an audience and promote mobile titles. Produced marketing collateral following IP specific branding and style guidelines.

- ❖ Concept new and original ideas for user acquisition advertising
- ❖ Asset creation for mobile games and console games.
- ❖ Created particle effects with industry standard plug-ins (Red Giant trapcode, Video Copilot, element 3d etc.)
- ❖ Skill sets used: Motion graphics, 3d animation, editing, sound design, VFX, graphic composition, typography, and illustration.
- ❖ Created animated text, lower thirds, title cards, cinemagraphs, broadcasting and social media materials.
- ❖ Posed 3d characters and lit them in Maya
- ❖ Localized videos into multiple languages

Plus three

Storyboard artist/ Motion Animator/Illustrator | May 2022 - Aug 2022

Created a 5 video series for a Non profit about the dangers of the internet. Made to be easily consumable to the Latin/Hispanic communities.

- ❖ Created 5 Animatics based off of audio scratch provided.
- ❖ Communicated with the team to make assets for animation, created in both illustrator and photoshop.
- ❖ Used After effects and Premiere to animate and edit videos.

Midnight Kids Studios Inc.

Animator and Compositor | Nov 2021 - Aug 2022

Character Designer/ After effects Rigger and Animator | Jan 2019 - Nov 2019

Animated/Composited on Feature film called "Mars". Designed characters and Animated/Composited for a show called "Mondo Trasho 3042".

- ❖ Comp 2d shots using After effects and followed animatics for timing and composition.
- ❖ Animated Characters, props and VFX.
- ❖ Worked with Director to create unique Rigs using DUIS and joystick
- ❖ Created Character turnarounds and special poses.

Peacock NBC

Storyboard artist /Revisionist | Oct 2021 - Dec 2021

Helped create a 45 minute animatic for a docu-series called "heavyweights"

- ❖ Storyboarded 15 min based off of popular podcast by Jonathan Goldstein
- ❖ Worked collaboratively with director/Showrunner and fellow board artist for pilot episode.
- ❖ Revised storyboards and clean up for stakeholders review.

Starburns Industries

Animator and Compositor | Jan 2021 - May 2021

Animated characters and composition for a show called "cake" on Fox network.

- ❖ Comp 2d shots using After effects and followed animatics for timing and composition.
- ❖ Animated Characters, props and VFX.
- ❖ Worked on 3 episodes, and was responsible for all animation and composition.

Yett Marketing

Animator | Jan 2019-Dec 2021

Created Explainer content.

- ❖ Illustrated characters, environments and props based off of animatic that was provided

Tadapix animated marketing

Creative Director | Los angeles, CA | Jun 2012 - Sept 2020

Managed a team of animators to create explainer content in a variety of styles and scope

- ❖ Worked with the team to create videos that are cohesive, tell a story and draw the audience's attention.
- ❖ Meet with internal creative teams for reviews and feedback
- ❖ Created professional high quality, engaging videos in a variety of short form and long form videos
- ❖ Project management on various videos while maintaining communication with other teams.
- ❖ Established trust with clients and embraced collaboration
- ❖ Provided multiple fresh layout/design iterations that are informed by and complement existing art and design styles.
- ❖ -On-boarded new artists onto the team

Homa Games

Background and Asset Illustrator | Los angeles, CA | Jun 2019 -Jan 2020

Worked on 15 backgrounds for a mobile solitaire game called "Solitaire Mystery Card game"

- ❖ Collaborated with the Art director to keep consistent style throughout the game.
- ❖ Used Illustrator to create Vector backgrounds and assets for animation
- ❖ Helped with UI and animation

The Matthew Hussey Company

Creative Director/Web content creator | Los angeles, CA | Oct 2017 - Dec 2020

Managed a team of animators to create 10 episodes on youtube.

- ❖ Storyboarded 10 episodes and animated in each of them.
- ❖ Collaborated with 3 animators to create 4-5 minute videos based off of Matthew Hussey Youtube Dating Guru.
- ❖ Used Animate CC and After effects to animate characters and props/camera work.