






RESUME

I've been in the animation industry for 3 years and since then I've worked as a 2D animator in series, shorts movies and games.

I am certified by Animact Studios, where I learned traditional and cut-out animation from a former Disney animator, and during the course I had already worked on series and short film projects.

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STEPHANY PACHECO

2D Animator

TRAINING

Animact Studio

Certification in traditional and cutout animation
2022-2023

Combo Studio

Certification in Cut-Out Animation
2022

LANGUAGES

Portuguese - Native

English - Advanced

Spanish - Basic

SKILLS

- Illustration
- Traditional Animation
- Cut-Out Animation
- Character Design
- Video Editing

SOFTWARES



WORK EXPERIENCE

2D Junior Animator

Ino Games

Remote

Jan 2023 - At the moment

- Created 2D animations for games using Spine;
- Developed visual effects for various digital games;
- Used animation softwares and techniques to create compelling and visually stunning animations, prioritizing the experience of the player.

2D Cutout Animator

Bacteria Film, "Stories through the door"

Remote

Feb 2022 - At the moment

- Created amazing 2D animations for the serie HAP, an adventure for kids.;
- Demonstrated high experience of Duik Bassel and proficient in After Effects, setting up the scene and creating compelling animations.

Freelancer

Blap Studios

Remote

Jan 2023 - Mar 2023

- Created 2D animations for digital commercial;
- Developed storyboards, animatics, and visual effects;
- Collaborated with directors, producers, and other team members to bring concepts to life;
- Used video editing software and techniques to compose and create visual compelling video;
- Assisted with post-production tasks such as editing, compositing, and sound design.

Clean Up Animator

"Blueberry", Ace Animation Studios

Remote

Jun 2022 - Ago 2022

- Clean Up animator for the short movie Blueberry;
- Clean Up Artist for props;
- Also acted as Colorist and Revisionist in the post-production process of the project.

Traditional Animator

Fast Forward to Forever, by Brendan Carretero **Remote**
Abril 2022 – Dez 2022

- Used of the 12 animation principles to create compelling and visually stunning character animations, always respecting the model;
- Participated of all process of animation: rough, tie down and clean up.

2D Cutout Animator

Paulares Studio, "Ray and Manny"

Remote

Abril 2022 – Out 2022

- Assisted with the creation of animations using cutout techniques to create compelling and visually stunning animations, following the storyboard.

Intern Multimidia Artist

Bevy & Dave, Multiple projects

Remote

Jan 2022 – Dez 2022

- Assisted with the creation of animations for various projects, including commercials and music videos;
- Participated in brainstorming sessions and provided input on creative concepts;
- Assisted with post-production tasks such as editing and compositing;
- Gained experience with various animation software and techniques;
- Received mentorship and guidance from senior animators and creative directors.

2D Animator/Rigging

Short movie: Pedal, by lmaniJC

Remote

Jul 2021 – Out 2021

- Responsible for character rigging and animation using Toon Boom Harmony.