

FAUSTINA ARRIOLA

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EDUCATION

- B.F.A. Degree in Animation at California College of the Arts. Graduated in May 2018.

EXCEPTIONAL SKILLS

- **Storytelling** and acting experience in San Francisco stage theatre.
- **Voice-acting** and collaboration experience in various online projects.
- 4+ years of **Human Resource** and **Hospitality** experience.

APPLICATIONS

- **Proficient in:**
 - Autodesk Maya
 - TV Paint Professional 11
 - Adobe Creative Suite: Animate, Photoshop, After Effects, Premiere
 - Toon Boom Storyboard Pro, Toon Boom Harmony
 - Audacity, Pro Tools

REFERENCES

Available upon request.

LATEST ANIMATION + PRODUCTION EXPERIENCE

2D/CG Animator, WET Design

Los Angeles, CA - November 2021 to Present

- Lead animation in three upcoming 2D projection shows, as well as part of a larger team for another CG-animated projection show.

"Word Party Presents: Math!" - Animator, Jim Henson's Creature

Shop/Netflix - Los Angeles, CA - January to June 2021

- Worked on all episodes, both in keyframe animation and clean-up of motion capture data.
- Applied 2D visual effects and created art for certain segments from scratch, working in AfterEffects to prepare the additional media.

"Understanding Production for Creatives" Mentorship Circle,

Women in Animation - Remote, September to December 2020

- Selected to be part of a mentorship class course, where I and a group of peers learned about the ins and outs of production management through Zoom meetings led by mentor Dotti Sinnott.

"POST: Frag Out" - CG Character Animator, Post Animation, LLC.

Los Angeles, CA - February to March 2020

- Brought CG characters to life for the short animated film *POST: Frag Out*, directed by CCA Alumni Maximilian Uriarte.

2D Animator, Adventurous Co.

Freelance/Remote Work, CA - October 2018

- Animated 2D facial assets for an online children's game.

"Brush: A Fox Tale" - Award-Winning Animated Short Film,

California College of the Arts - Oakland, CA - August 2017 to April 2018

- Co-directed and developed the story and characters.
- Animated in both 2D traditional and CG techniques.
- Took on a production coordinator role, overseeing scheduling.
- Shot and edited together the 3D layout, updating each latest cut.
- Edited each iteration of the film, from storyboard animatic to final.

ADDITIONAL WORK EXPERIENCE

Gallery + Education Center Assistant (Volunteer), Walt Disney Family Museum

San Francisco, CA - July 2016 to June 2018

- Assisted guests and assured that the exhibits ran smoothly.

