

Michelle Ramos

An enthusiastic and motivated artist with over 5+ years of experience with a proficiency in 2D animation and character design. Highly organized and efficient in producing quality work on time.

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EXPERIENCE

D-CELL GAMES — *2D Animator / Character Designer*

JUN 2022 - PRESENT

Working on upcoming game *UNBEATABLE*, on gameplay animation and NPC character design.

Responsible for all steps from rough to cleanup for hand drawn sprites, meeting deadlines consistently. Takes care to make appealing character design that fits within the world and style of the game.

KO-OP, Montreal — *2D Animator*

JUN 2022 - JUN 2023

Working on upcoming game *GOODBYE VOLCANO HIGH*, mainly on gameplay animation.

Learned Esoteric Spine quickly on the job and met deadlines consistently while providing high quality work with posing and animating.

Brought onto the character art asset team for a brief time to assist, due to being reliable and quick with work.

Nelvana, Toronto — *2D Animator*

FEB 2020 - JUN 2022

Worked at Nelvana on several properties, including: *Esme & Roy S3*, *Thomas and Friends: All Engines Go*, and *Super Wish*.

Efficiently works to get high-quality scenes done before deadlines, frequently helping out other team members with their work.

Frequently seeks feedback in order to ensure scenes are at their best.

EDUCATION

Sheridan College, Oakville — *Bachelor of Arts and Animation*

2015 - 2019

Graduated with Honours. GPA: 3.7

SKILLS

Works efficiently in both independent and group settings with tight deadlines.

Learns and adapts to new programs quickly.

Maintains excellent organization in both personal and group work.

Has a strong sense for colour, animation and appealing design.

PROGRAMS

Toonboom Harmony

Adobe Photoshop

Adobe Animate / Flash

Adobe After Effects

Adobe Premiere Pro

Storyboard Pro

Esoteric Spine