

## ELIZABETH ROMO MARCOS

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### Education

- Advanced Character Animation for Feature Film  
[iAnimate.net](http://iAnimate.net)  
September 2013 to present
- Art Literacy; Classical and Computer Animation & 3D Computer Animation and Production Diplomas  
[Max the Mutt Animation School](#), Toronto, ON, Canada.  
2005 - 2009
- Watercolor and Oil painting Diploma  
[Hellenic Cultural Center](#), Mexico City, Mexico.  
2001 - 2002
- Graphic Design Bachelor  
[La Salle University](#), Mexico City, Mexico.  
1997 - 2002

### Technical Skills

Software: Maya, Flash, Toon Boom, Photoshop CS2, Storyboard Pro, Final Cut Express, Corel Draw.  
Traditional mediums: Gouache, Watercolor and Oil painting.

### Relevant Experience

- Freelance Illustrator and Animator
  - [Animatron](#), Massachusetts. January 2014 to present.
  - Visual development for short films and software tester.
- 2D and 3D freelance animator
  - [Kiwi Inc.](#), California. July 2012 to September 2013.
  - Flash and Maya animator for online games such as Monster Park. I got to do rigging in Maya, design and paint backgrounds, characters and props.
- Freelance design and animation
  - Various Clients. January 2011 to present.
  - Development of concept art, character design, illustration and animation for various clients.
- Classical Animation
  - [Los Hijos de su Madre SA](#), Mexico City, Mexico. August 2010 December 2010.
  - Animator, Assistant animator, key clean up and in-betweener for the animated feature "Juan Escopeta".
  - [White Knight Creative Productions](#), Mexico City, Mexico. 2009-August 2010
  - Assistant animator, key clean up and in-betweener for the animated feature "Heroes Verdaderos - Episodio II: La Independencia"

- Animex 2D, Mexico City, Mexico. 2005
  - Character animator for the series of shorts "Angelo y Debolo"
  - Assistant animator and in-betweener for the animated TV series "Roncho, The bad luck dog" and for feature "Maya, La primer gran historia"
- Flash Animator
  - Anima Estudios, Mexico City, Mexico. 2003 - 2005
    - Character Animator for the feature "Imaginum"
    - Character and Prop animator for the feature "Magos y Gigantes"
    - Assistant Animator for the feature "Agente 00-P2"
- Internships (Concurrent with Education)
  - Yowza Animation, Toronto, ON. Summer 2008
    - Clean up, set up, rigged and animated characters in Toon Boom's Harmony.
  - Big Studios, Toronto, ON. Summer 2007
    - Character Animator for tests on flash animation series
    - Assistant in Character development Concept art and character design in a project for a TV series for kids.
  - Elliott Animation, Toronto, ON. Summer 2006
    - Coloring, breaking and labeling characters and props in Flash and animation.

#### **Additional Experience** (Concurrent with Education)

- System Operator and Translator
  - FinMex, Toronto ON. 2008-2009
  - Bilingual costumer service.
  - Assisting customers with general questions about bank accounts, money transfers, opening an account, bill payments and some general inquiries about living in Canada.
- Industrial Designer Assistant
  - PRUMSA, Mexico City, Mexico. 2001 - 2002
  - Helped to design dies to cut, shape and form different materials
  - Used creativity to solve mechanical problems in design
  - Given feedback on my adaptability to the medium and for being a quick learner.
- Production Assistant
  - PRUMSA, Mexico City, Mexico. 2001 - 2002
  - Coordinated and supervised about 12 workers
  - Managed problems and conflicts using common sense