



BRIANNA SUQUINO

CHARACTER DESIGNER · 2D/CUTOUT ANIMATOR

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A hard-working young woman with a passion for creation and imagination. I love bringing thoughts and feelings to life by playing with character acting and expression! I aim to inspire confidence in those around me and spread compassion and joy through the work that I do. I am adaptable, dependable, a quick learner, and love to work collaboratively!

EXPERIENCE

FEBRUARY 2022 – JUNE 2022

BUILDS ARTIST + 2D ANIMATOR, “Parker and Boo: You’re Not Alone” - DANIMATION

- I worked with a small team to develop a pilot episode for the non-profit organization Boo2Bullying.
- I was responsible for creating the 360 rig for our short's main character, Parker Flores, using Toon Boom Harmony. I also assisted in animating a few shots, both cutout and hand drawn.
- I was in direct contact with our clients throughout production and took notes, addressed client notes/feedback, and presented revisions.

APRIL 2021 – JANUARY 2022

ANIMATION INSTRUCTOR, DANIMATION

- I worked with young animators on the autism spectrum and guided them as they developed their own animated films and projects. I taught my students how to use and navigate Toon Boom Harmony in addition to the animation principles and the fundamentals of character design, storyboarding, and storytelling.

JANUARY 2020 – JULY 2022

ANIMATION INSTRUCTOR, ARTS FOR LEARNING MIAMI

- I taught animation to children and young adults, with and without disabilities, ages 6-22.
- I designed lesson plans and assignments for my students, who learned about character design, storytelling, and animation as they created their own short films using Toon Boom Harmony.

AUGUST 2019 – APRIL 2020

LEAD ANIMATOR, “A Balanced Breakfast” – MAGIC MDC | NICKELODEON

- I was responsible for teaching, managing, and guiding my teammates as we used Toon Boom Harmony to animate. I also aided in other departments and troubleshooted when issues came up to ensure production continued running smoothly.
- I was in direct communication with project leaders, relaying all important information and feedback to my teammates to ensure that all animation assignments met our director's standards of quality and were delivered on time. I also provided my own notes and feedback to encourage the growth of my teammates.
- Despite the challenges faced during production due to the COVID-19 pandemic, this short went on to air on Nickelodeon and Nick Jr. Latin America!

**I would be more than happy to provide information on my other work experiences upon request!*

EDUCATION

MAY 2020

COMPUTER ANIMATION & GAME ART – ASSOCIATE IN SCIENCE, MIAMI DADE COLLEGE

SOFTWARE

- Toon Boom Harmony
- Adobe Photoshop
- Adobe After Effects
- Blender
- Autodesk Shotgrid
- Toon Boom Producer
- Google Suite
- Microsoft Office

SKILLS

- Project Management
- Collaborative Leadership
- Effective Communication
- Fast Learning/Adaptability
- Highly Organized
- Multi-Tasking
- Problem-Solving
- Character Design
- Cutout Animation
- 2D Rigging (Toon Boom Harmony)

LANGUAGES

- English (Native)
- Spanish (Native)