

MCFIL LOPEZ

KEY ANIMATOR/In-Between Animator (Inbetweener)

PROFESSIONAL SUMMARY

Enthusiastic entry-level Key Animator with a solid grasp of 2D/3D animation principles and experience in Clip Studio Paint and Autodesk Maya. Passionate about creating dynamic, high-quality animations with strong attention to detail and timing. Eager to collaborate, learn, and grow within a professional animation team.

PROFESSIONAL EXPERIENCE

2021- **Animation Intern** 2022 studio lupin

- Assisted in the development of animated sequences for short films and commercials.
- Supported senior animators by creating in-between frames and refining character animations.
- Participated in team meetings to discuss feedback and improve animation quality.

2023- freelance Animator 2024

- Created 2D and 3D animated clips for social media promotions and client projects.
- Designed and animated character movements, ensuring smooth transitions and natural expressions.
- Collaborated with clients to develop storyboards and animation concepts, adhering to project deadlines.

SKILLS

- Proficiency in animation software (e.g., Autodesk Maya, Blender, Clip Studio Paint)
- Drawing and artistic skills
- Attention to detail
- Understanding of character acting
- Knowledge of anatomy and body mechanics
- Creativity and imagination

EDUCATION

Tabaco National Highschool

2020

- Associate of Arts
- Early Childhood Education

CONTACT

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