



DiegoDelaRocha.com

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Vancouver, BC, Canada

Every project is a new possibility to breathe life into characters. Always striving for memorable, believable, and sincere performances.

CAREER

Doodle Nap

August 2016 _ Currently

Vancouver, BC

Handcrafted animation and illustration for traditional and new media, from TV, to virtual reality, and everything in-between. Currently developing a video game.

Little Robot Friends

November 2018 _ January 2020

Toronto, ON - Remote

From Vancouver assisted with art direction, animation, character design, and asset creation. From paper to asset delivery along with the Toronto team, helped create the characters and world of the programming game course for young folks *Secret Of The Source Code*.

Genesis Gaming

April 2014 _ June 2016

Vancouver, BC

Animate and collaborate with fellow in-house and outsourced artists, while making sure engineers get animated assets organized, on time, and technically compliant. Also, involved in optimizing *Creative-Engineering* pipeline, templates, wikis, tutorials and UI. Without ever forgetting to smile.

Ribbit Ribbit Studios

March 2012 _ February 2013

Vancouver, BC

My main task was to animate, although, I also did some character design and storyboard projects. I also supported the team on whatever I could contribute with e.g., brainstorming, technical support, and dance with Tomasito the tortoise pet.

EDUCATION

Schoolism

June 2012 _ September 2012

Online

Gesture Drawing with Louis Gonzales

Vancouver Film School

January 2011 _ December 2011

Vancouver, BC

3D Animation & Visual Effects (Honours)

SKILLS

- Character Animation
- Gesture Drawing
- Visual Storytelling
- Thumbnailing
- Traditional Media
- Storyboarding
- Illustration
- Character Design
- Character Rigging

LANGUAGES

Hello, Hola, Bonjour, こんにちは, 你好.

RANDOM FACTS

- Can move my neck like a pidgeon.
- Yoga and ice-hockey goalie.
- Voiced some characters on *Untitled Goose Game*, *Wandersong*, and *Ikenfell*.