DIEGO
De la Rocha

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

CAREER

Kwantlen Polytechnic University
Animation Instructor - 3D Animation + Foundation
May 2022 - Present / Richmond, BC - Remote
Create and teach Curriculum of the following courses:
• ENTA 1300 - Intro to Maya.
    - Fundamentals of 3D Computer Graphics.
• ENTA 1220 - Intro to 3D Animation.
    - 3D Animation with a Traditional Approach.
• ENTA Animation Mentor.
    - Support Mentees with final projects.

Bow Valley College - Centre for Entertainment Arts
Animation Instructor - Foundation Program
May 2022 - Present / Calgary, AB - Remote
Create and teach Curriculum of the following courses:
• Figure Sculpting
    - Fundamentals of Traditional and 3D CG Sculpting.

Langara College - Centre for Entertainment Arts
Animation Instructor - 3D Animation + Foundation
Sep 2020 - Apr 2022 / Vancouver, BC - Remote
Create and teach Curriculum of the following courses:
• Traditional Animation Approach
    -Hand-drawn.
• Intro to Animation Production
    -Fundamentals of traditional - Stop-motion & 3D animation -Blender.
• Computer Animation Production
    -Fundamentals of 3D - Autodesk Maya.
• Animation Principles for VFX
    -Fundamentals of 3D animation - Autodesk Maya.

Little Robot Friends
Art Director + Animator
Nov 2018 - Jan 2020 / Toronto, ON - Remote
• Art direction, animation, character design, and asset creation for programming game course for young folks *Secret Of The Source Code.*

Doodle Nap
Animator + Illustrator
Aug 2016 - Present / Vancouver, BC
• Handcrafted animation and illustration for traditional and new media, from TV, to virtual reality, and everything in-between.

Genesis Gaming
Lead Animator + (Varying Seniority)
Apr 2014 - Jun 2016 / Vancouver, BC
• Animation, Tech Art and Organize animated assets for engineers.
• Liason between in-house and outsorced artists.
• Involved in optimizing *Creative-Engineering* pipeline, templates, wikis, tutorials and UI.

EDUCATION

Schoolism - Jun 2012 - Sep 2012
Gesture Drawing with Louis Gonzales.
Vancouver Film School - Jan 2011 - Dec 2011
3D Animation & Visual Effects (Honours).

SKILLS

• Character Animation
• Gesture Drawing
• Visual Storytelling
• Thumbnailing
• Traditional Media
• Storyboarding
• Illustration
• Colour Theory
• Character Design
• Character Rigging

LANGUAGES

• Hello, Hola, Bonjour, こんにちは, 你好.
• GDScript (Godot), Lua (Pico-8), HTML, CSS, C#.

MISCELLANEOUS FACTS

• **Gameheads Summer Mentor** (2020 - 2021)
• Voice Over cameos on **Untitled Goose Game**, **Wandersong**, and **Ikenfell.**
• Sucker for cute and nature.