



DiegoDelaRocha.com

hi@DiegoDelaRocha.com

+1 (778)-319-3491

Vancouver, BC, Canada

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

CAREER

Langara Centre for Entertainment Arts

September 2020 - Currently

Vancouver, BC

Teaching Traditional Animation Approach, and Computer Animation Production (fundamentals of 3D and Autodesk Maya) - 3D Animation Program.

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

Animation, character design and storyboard for video projects. Also supported the team on whatever I could contribute with e.g., brainstorming, technical support, and dance with Tomasito the tortoise pet.

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

LANGUAGES

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

RANDOM FACTS

- Can move my neck like a pidgeon.
- Yoga and ice-hockey goalie.
- Voice Over cameos on Untitled Goose Game, Wandersong, and Ikenfell.