



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

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 Animation Production.
 - *Fundamentals of traditional - Stop-motion & 3D animation - (Autodesk Maya / Blender)*
- 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.*
- Intro to 3D Animation
 - *3D Animation with a Traditional Approach.*
- Intro to Animation Production
 - *Fundamentals of traditional - Stop-motion & 3D animation - (Autodesk Maya / Blender)*

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, • Intro to Animation Production, • Computer Animation Production, • Animation Principles for VFX.

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 outsourced 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 | • 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#.

MISCELLANEOUS FACTS

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