

# Felix Romero

## Character Designer

Character designer with 10 years of experience developing original character concepts for animation, games, and comics. Skilled in visual development, personality exploration, and iterative feedback loops.

## CONTACT



(000) 000-0000



email@example.com



Portfolio



Burbank, CA 91501

## EDUCATION

Bachelor of Fine Arts (BFA) in Animation  
California Institute of the Arts,  
Valencia, CA | May 2013

## KEY SKILLS

- Anatomy drawing
- Character lineups
- Facial expressions
- Gesture drawing
- Photoshop
- Pose sheets
- Shape design
- Turnarounds

## PROFESSIONAL EXPERIENCE

CHARACTER DESIGNER | BIG PICTURE ANIMATION, BURBANK, CA  
MAY 2016 – PRESENT

- Created 80+ characters for television animation and streaming platform pilots
- Collaborate with story and rigging teams to streamline pipeline handoffs
- Present design iterations to directors and stakeholders for feedback

JUNIOR DESIGNER | SKETCHPLAY STUDIOS, GLENDALE, CA  
AUGUST 2013 – APRIL 2016

- Developed costume variants and character accessories
- Refined 2D turnarounds based on modeler notes
- Researched and referenced style-specific influences for new properties