

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