# PAULA VALIÑO RIVERA

2D Art | Junior Animator



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#### <u>LinkedIn</u>

Instagram Behance

I have been combining conceptual art and 2D animation works for almost three years. I have worked on several animated projects that have allowed me to gradually explore the possibilities of the medium and have also helped me to better understand the movement and functioning of the body and what surrounds us on a daily basis. I consider myself a hard-working and involved person with each project, who enjoys feeling part of the gear of a team.

## EXPERIENCE

- aug dec 2020 **Apprentice** The Glow. Film, Animation & VFX Almendralejo, Extremadura (Spain)
  - Working with color, clean up and 2D animation during the production of the short Operation Frankenstein.

## feb - mar 2021 2D Art

The Glow.Film, Animation & VFX Almendralejo, Extremadura (Spain)

- Developing of props, idles and character for the video game based on Operation Frankenstein.

### 2021-2022 2D Junior Animator

Abano Producions S.L

- 2D animation for the film Sultana's Dream (by Isabel Herguera)

### 2022-2023 2D Art / Storyboard

The Glow.Film, Animation & VFX Almendralejo, Extremadura (Spain)

- Developing concept art and animation for the incomig proyect Medea a la deriva.

 Developing storyboards for short didactic episodes called Babo (a proyect launched by Baby Erasmus)

## EDUCATION

2009-2015 **E.S.O** and **Bachillerato** IES Plurilingüe de Ames Bertamirans, Galicia (Spain)

## 2015-2019 **Fine Arts Degree** Universidade de Vigo Pontevedra, Galicia (España)

### AWARDS

2019 **1º Prize Xuventude Crea** (Video mode) Xunta de Galicia, (Spain)

## LICENSES

2017 **Free Time Monitor** Escola de Tempo Libre Altair Galiza Santiago de Compostela, Galicia (España)

2020 Driver license (type B)

## TOOLS

Adobe Photoshop Adobe Premiere Procreate Toon Boom Harmony Adobe InDesign Adobe After Effects

## LANGUAGES

Spanish (Native) Galician (Celga 4) English (B1)