

Briana Blanos

Visual Development | Storyboarding | Animation

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EXPERIENCE

ArtCenter College of Design, Pasadena — *Teacher's Assistant*

August 2024 - December 2024

Responsibilities included: Assisting the professor in keeping class activities efficient and organized. Working with students to help with projects and provide resources. Good communication skills, teamwork, written and verbal communication, knowledge about school events and opportunities.

Universal Studios, Hollywood — *Ride Operator*

September 2022 - March 2023

As a Ride Operator, my responsibilities included operating the ride safely and efficiently, communicating with other team members, cleanliness of the ride and queues, helping guests and ensuring they have a fun and safe experience, and helping at other rides when necessary.

Target, Brea — *Presentation Team Member*

May 2017 - July 2017

Presentation team requirements included stocking shelves, assembling displays, pricing items, organizing clearance items, house keeping, customer service, sorting warehouse items, and helping with other departments when necessary.

I developed a good working relationship with my managers and co-workers that enabled me to work efficiently.

PROJECTS

The Cat at The End of the World — *Director*

As the director of this animated short film, my tasks include communicating my vision effectively to my producers and animation lead, holding meetings to discuss tasks and assignments, creating an efficient and effective pipeline to finish the project within the limited timeline, create a style guide for the film, troubleshoot and iron out any bottlenecking in the pipeline.

SKILLS

Toon Boom Storyboard Pro

Toon Boom Harmony

Maya

Zbrush

Adobe Photoshop

Procreate

Substance Painter

Google Suites

Traditional Painting

EDUCATION

ArtCenter College of Design
Bachelor of Science in
Animation (December 2025
graduation)

Fullerton College Associate of
Studio Art

AAEC Prescott Valley
Highschool Diploma

ADDITIONAL PROJECTS

Feathers and Fur - *Background
Lead*

Irreplaceable - *Art Director*

Feathers and Tether - *Visual
Development*

Meat Cute, ArtCenter College of Design — *Art Director*

As the Art Director of this short animated film, my tasks included working with the director to create a style guide based on their vision, manage concept artists and provide draw-overs and critiques to ensure the art aligned with the director's vision, oversee the creation of a colorscript, oversee the background art pipeline, and create assets as needed.