



Jesus Alejandro Vazquez Rios (Alex Vazquez)

Character Animator & Story Artist | 3D (Maya) & 2D (Toon Boom)

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Professional Summary

Character Animator and Story Artist with 4 years of experience across 3D and 2D pipelines. Expert-level proficiency in Autodesk Maya, Toon Boom Harmony, and Storyboard Pro. Proven track record of developing dynamic character performances and cinematic story sequences for TV and Film productions.

EXPERIENCE.

3D Animation

- Irreplaceable - 2026

Quality 3D Character Animation.

- No Vacancy- 2025

Quick turnaround time.

2D Animation

- Flight of Atlas- 2026

Developed storyboards and animatics in Toon Boom Storyboard Pro, ensuring visual continuity and pacing for the music video. Executed full-cycle 2D animation in Toon Boom Harmony.

- Sorry, We're Closed - 2024

Served as Producer, managing a small team of artists and coordinating between the editorial and animation departments. Storyboard Pro, Animatics, Visual Storytelling, Composition, Layout. 2D Animation: Toon Boom Harmony (Roughs, Clean-up, Color)

- Feathers and Fur - 2026

2D Animation: Toon Boom Harmony, quick and efficient workflow.

EDUCATION

Undergraduate Student.

Art Center College of Design, Bachelor of Science, Entertainment Design Animation

SPRING 2026 Graduate

Excelled in a fast-paced studio environment, consistently meeting production milestones. Specialized in CG Animation with a focus on advanced character performance and technical workflows. Graduating with Academic Honors.

**Alex Vazquez
Website.**

Instagram page.

Technical Skills

Autodesk Maya
Animation.

Toon Boom Harmony
Animation.

Storyboard Pro.

Professional Drawing
Skills.

Contact and friendly
communication.

Fluent in English and
Spanish.

Visual storytelling.

Screenwriting.

Concept Art.

References

Art Center College of
Design
paul.taylor@artcenter.edu

CG Animation
Professor- Teri
Shellen -
teri.shellen@gmail.com.