

Danylo Maliuha

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Professional Summary

Early-career stop-motion animator specializing in character performance and custom armature/rigging systems. Over five years of hands-on experience in commercial, music video, and narrative projects. Currently advancing CNC milling and fabrication skills at Glendale Community College while building expressive puppets for cinematic animation.

Professional Experience

Concept Development & Prototype Testing

Armature Puppet Tools (Etsy global sales) — 2017–2022

Collaborated with an engineer to design, prototype and test custom ball-and-socket armatures and rigs. Ensured precise, repeatable character movement through quality testing.

Detsl aka Le Truk – Fibonacci (Official Music Video)

Director / Producer / Animator — 2022

Directed and produced full claymation music video. Selected for 12 international film festivals.

Current Project & Professional Development

- **Character for Upcoming Short Film** — Creator & Developer, 2025–present Designing and building fully functional stop-motion character with interchangeable face replacement, skeleton rig, silicone body and custom mold.
- **ANIMO Mentorship Program** (under Abel Carbajal) — 2025–present Focused on character performance, timing and acting.
- **Studio Visits & Observation** — Stoopid Buddy Stoodios (League of Buddies), 2025–present
- Regular on-site observation of professional stop-motion production workflows and team collaboration.

Education

Glendale Community College, Glendale, CA — Currently enrolled

Focus: CNC Milling & Fabrication

Additional Training

Workshop with Tim Allen (Animator, Isle of Dogs), Kyiv — March 2019

Key Skills

- Stop-Motion Character Animation & Performance
- Armature Construction & Rigging Systems
- Sculpting & Mold Making
- Fabrication & Prototyping (CNC, silicone)
- DragonFrame, Premiere Pro, After Effects
- Detail-oriented repetitive precision work