

NOÉ DIAZ

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PROFESSIONAL SUMMARY

Creative and passionate animator with over 20 years of experience, known for conceptualizing and executing visually captivating animations that enhance storytelling and project aesthetics. Proven track record of delivering outstanding results while meeting tight deadlines with meticulous attention to detail. Committed to mentorship, fosters a supportive environment conducive to the growth and development of junior animators. Utilizes expert knowledge of animation principles to craft dynamic character performances that engage audiences and drive increased engagement. A collaborative team player adept at integrating animated elements seamlessly into final products through effective multidisciplinary teamwork.

WORK HISTORY

Stunt/Senior Animator, 9Story/Brown Bag Films - Toronto, ON 01.2012 - 11.2023

Productions: Storybots, Blue's Clues, Wild Kratts, Magic School Bus Rides Again, Arthur, Let's Go Luna, Daniel Tiger, Numb Chucks, Creative Galaxy, Amigonauts, Fugget About It.

- Executed visually stunning animations that supported storytelling goals, enhanced project aesthetics, and increased audience engagement.
- Consistently met schedule deadlines while maintaining exceptional attention to detail and quality.
- Mentored junior animators, fostering a supportive work environment and promoting skill development.
- Created engaging and entertaining character and asset animation that met or exceeded Animation Directors and Client expectations.
- Participated in episodic launches, reviewed scene planning and Leica Reel/Storyboards to ensure clear understanding of direction and goals.
- Assessed launch notes and brainstormed creative ideas and solutions to further elevate scenes.
- Animated 50 seconds weekly, including creation of animation cycles, character posing, and rig testing.
- Revised Animation according to notes at all levels, from first pass to QC pass.
- Collaborated effectively with multiple teams of animators to create engaging sequences under tight deadlines.
- Supported any technical issues related to Rigging and Animation.
- Tracked episodic progress to maintain animation style, quotas and schedules
- Refined personal workflow techniques to maximize productivity while maintaining high artistic quality standards throughout projects

Animation Director, Copernicus Studios - Halifax, NS

08.2022 - 09.2022

Production: Rock Paper Scissors

- Managed and developed multiple animation teams, ensuring creative and technical processes met production schedules, resulting in efficient workflow and high-quality output.
- Organized animation workshops and training sessions to keep teams updated on industry developments and production requirements.

- Collaborated with Directors, Supervisors, and rigging teams to refine processes and provide animators with efficient tools, while implementing quality control measures to maintain style consistency.
- Streamlined animation pipeline by implementing new processes, significantly reducing production time.
- Mentored junior animators and provided guidance on industry standards, best practices, and character animations/FXs, fostering a positive work environment through open communication.
- Worked closely with animators to resolve day-to-day issues, including missing assets, technical challenges, and artistic concerns across multiple overlapping episodes.
- Collaborated with Directors to vet client notes, determining viability and alternative choices that fit within production schedules.
- Provided clear direction through notes, drawovers, and one-on-one conversations, offering adjustments and clarifications to the team.
- Created inspirational animation samples for the team and directed projects to successful completion within budget and timeline constraints.

Senior Animator, Elliott Animation Inc. - Toronto, ON

10.2008 - 08.2011

Productions: Stoked and Crash Canyon.

- Conceptualized and executed visually stunning animations that supported storytelling goals and enhanced project aesthetics.
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- Consistently met schedule deadlines while maintaining exceptional attention to detail and quality.
- Mentored junior animators, fostering a supportive work environment and promoting skill development..
- Created engaging and entertaining character and asset animation that met or exceeded Animation Directors and Client expectations.
- Participated in episodic launches, reviewed scene planning and Leica Reel/Storyboards to ensure clear understanding of direction and goals.
- Assessed launch notes and brainstormed creative ideas and solutions to further elevate scenes.
- Animated 50 seconds weekly, including creation of animation cycles, character posing, and rig testing.
- Revised Animation according to notes at all levels, from first pass to QC pass.
- Collaborated with multidisciplinary teams to ensure seamless integration of animated elements into final products.
- Applied expert knowledge of animation principles to create dynamic, engaging character performances that resonated with audiences.
- Combined technical and artistic abilities to accomplish challenging animation objectives and seamlessly integrate with other project components.
- Collaborated effectively with other animators to create sequences under tight deadlines.
- Refined personal workflow techniques to maximize productivity while maintaining high artistic quality standards throughout projects.

Lead Supervising Animator, Two Presidents Productions - Toronto, ON

07.2007 - 03.2008

Production: Will and Dewitt

- Actively participated in team meetings and critiques, offering constructive feedback to improve overall project quality and enhance visual storytelling within animation constraints.
- Delivered high-quality animations under tight deadlines, consistently completing 50 animated/revised seconds weekly while combining technical and artistic abilities to accomplish challenging objectives.
- Mentored junior animators and fostered a growth-oriented work environment, providing guidance on technical skills, artistic vision, and helping team members align their creative choices with the project's overall vision.
- Collaborated with multidisciplinary teams to ensure cohesive visual storytelling, character development, and unified goals across departments.
- Managed animation teams to meet creative and schedule goals, bringing clarity to Animation Director, Director, and Client expectations.
- Created and reviewed animation cycles, character poses, drawovers, and revision notes for animators and riggers, utilizing advanced software tools and techniques to enhance animation quality.
- Provided clear direction through various means (notes, drawovers, one-on-one conversations), offering adjustments and clarifications to the team to maintain consistent performance across multiple assignments.

EDUCATION

Associate of Arts, *Computer Animation* - Seneca College at York University, 2006

Associate of Arts, *Classical Animation* - Sheridan College, 2004

Associate of Arts, *Art Fundamentals* - Sheridan College, 2001

SKILLS

2D Animation	Team Leadership	Character Design	Shotgrid
Character Animation			Adobe Photoshop
Toon Boom Harmony	Adobe	Rigging	Adobe Premiere
Animate		Game Animation	Unity
Keyframe Animation		Client Communication	Spine
Animation Direction		Autodesk Maya	

LANGUAGES

English - Native
Spanish - Native
French - Limited Working