



DIANA RUEDA SILVA

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3D Layout Artist | 2D / 3D Animator | 3D artist

Key skills include:

- ✓ Creative thinker and fast learner
 - ✓ Self-directed
 - ✓ Attention to detail
 - ✓ Open to direction and able to embrace change
 - ✓ Excellent time management
 - ✓ Clear Communication / Teamwork
- Thorough animation foundations of body mechanics, posing and timing, and a strong understanding of the 12 principles of animation, composition, framing, and lip sync.
 - Attention to detail, being mindful of keeping continuity between shots in long sequences.
 - Strong problem-solving skills that allow me to work independently as well as collaboratively.
 - I am a perseverant and organized person, good at working under pressure in fast-paced environments, excellent at accomplishing deadlines and great at solving problems.
 - I am always striving to refine my style and make it more functional, so I am open to feedback at any time. I look forward to collaborating with people from other fields so that I may broaden my professional vision.
 - I learn fast. I am adaptable, enthusiastic, responsible, and a punctual person in my daily activities. As a team member, I am a creative and innovative professional in my projects.
 - Strong knowledge in Autodesk Maya, ZBrush, Arnold, Cinema 4D, Substance Painter, Marmoset, Unreal Engine, Illustrator, Photoshop, After Effects, Adobe Premiere, among others.
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Work Experience

3D Senior Layout Artist

March 2024 – March 2025

Mainframe Studios. Vancouver, BC. Canada

- "Super Kitties: Season 2" (Disney Jr. April 2024)
- "Super Kitties Shorts: Season 2" (Disney Jr.)

3D Layout Artist / 3D Environment modeler

July 2021 – February 2024

Mainframe Studios. Vancouver, BC. Canada

- "Super Kitties: Season 2" (Disney Jr. April 2024)
- Layout Artist in "Barbie and Stacie to the Rescue" (Netflix, March 2024)
- Layout Artist in Spin Makers' "Unicorn Academy" (YouTube shorts) (October 2023)
- Layout Artist and Environment Modeler on "Barbie: Skipper and the Big Babysitting Adventure" (March 2023)
- Layout Artist on the first interactive (choose your own adventure style) Barbie movie in co-production with Netflix and Mattel. Barbie: Epic Road Trip (October 2022)
- Junior Layout Artist on Madagascar: A little wild (June 2022)
- Junior Layout Artist and Environment Modeler on Barbie Mermaid Power (September 2022)

Responsible for breaking down 2D storyboards into 3D shots by directing the character's action and poses and the camera moves. Working mainly in song sequences.

Multimedia designer and 3D animator

March 2017 – March 2021

Faculty of Architecture, UNAM. Mexico

I was responsible for producing and directing creative and compelling digital designs and campaigns. Scope of responsibilities included: Motion Graphics, animation, illustration, video editing, sound editing, graphic design, social media posts, digital ads and videos that attract attention and drive engagement.

Key accomplishments

By implementing innovative campaigns and the first VR app for the University, we increased the number of followers in social media by 80%.

Education

3D Animation and Character Design / Postgraduate program

Fanshawe College. London, ON. Canada

September 2020 – April 2021

Training in 3D professional skills, drawing, modelling, texturing, rigging, animation, lighting, rendering, camera movements and composition.

Getting to know the workflow in the professional industry adaptable to any style. Block movements in rough animation, refine and polish to completion of the final animation.

Managing responsibilities across multiple projects and applying the feedback to continue improving my work process and professional skills.

Digital Postproduction and 3D for films, TV and Web / Diploma

Faculty of Arts and Design, UNAM. Mexico

August 2016 – January 2017

I increased my skills in Maya, Final Cut and After Effects as well as in my workflow.

I developed the ability to communicate creative and technical thoughts and ideas in a professional and positive manner.

I progressed in the capability to multitask, prioritize, and manage time efficiently.

Bachelor of Design and Visual Communication

Faculty of Arts and Design, UNAM. Mexico

August 2012 – May 2016

I conceptualized an idea from the beginning till the production, which helped me establish a tidy workflow committed to accomplishing each project.

Integrated multiple elements of diverse disciplines to achieve one final product.

Acquired the terminology of design applied in the industry and developed strong graphic design skills.

Relevant Skills and Proficiencies

- Broad knowledge of the visual arts (animated films, games, character design, industrial/automobile design, comics, photography, etc.)
- Proactive in identifying problems and assist in troubleshooting animation and technical issues.
- Good understanding of physical motion, weight, balance, texture, and form.
- Ability to take direction and find creative solutions during the entire process.