

sofia diaz

hello.sofiadiaz@gmail.com
sofia-diaz.weebly.com
940.442.1416

EDUCATION

School of the Art Institute of Chicago

Chicago, IL

2016-2019

Bachelor of Fine Arts in Studio

Emphasis in Animation

Minor in Art History, Animation

Merit Scholarship Recipient

North Central Texas College

Corinth, TX

2015-2016, Summers 2014, 2017

Dean's List

SKILLS

Languages

English and Spanish

Certifications

Adobe Illustrator CS5

Spring 2015

Software

Proficient in Adobe Flash, Photoshop, Illustrator, After Effects, Animate, Procreate, NewTek LightWave & Dragon Frame

Knowledgeable in Adobe Premiere Pro, Audition, Autodesk Maya, Cinema 4D & C++

Experience with Toon Boom Harmony & Wacom Cintiq Tablet

PROFESSIONAL EXPERIENCE

Freelance Artist

Los Angeles, CA, 2017- Present

Developing a wide range of Animation and Design for studios, companies and artists

Projects responsibilities have consisted of art revision, animatics, style-frames, story boards, illustration, motion graphics, hand drawn animation, clean up & color, and editing

Clients Have included

United Nations Environment Programme, Stanford Hospital, MeowWolf, State Design, Cucu Covers, Ferrara Candy Company, The Donut Shop, Neon Zoo, JC Rivera, Sentrock, and Amy Yoes etc.

PROJECT EXPERIENCE

BroomStick Engine

June-July 2022- Atlas Free

Create style-frames and design storyboards

Animated entire sequences for company rebranding video

BroomStick Engine

Apr-May 2022- UN Environment Programme

Animate over 20 designs for the rebranding of ActNow

Wolf Den Studios

Oct-Dec 2021- Stanford Hospital

Assemble storyboards into animatic for realtime animation guide
2D After Effects and Ui animation for pacific islander countries
covid awareness and new patient technology tutorial videos

Meow-Wolf

June-Aug 2021- Convergence- Denver

Cel-frame clean-up and color crew for multiple scenes
Multiple hand frame by frame image tracking objects

Ferrara Candy

Apr-Sept 2021- Funables

Animated over 15 promotional and website sequences
for new fruit gummy candy line, Funables