

MIRELLA TONCHEVA

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- EXPERIENCE**
- Animator** on 'Family Guy: Quest for Stuff' Mobile Game 08/13-present
 - Animated actions, cycles and environmental props in Flash according to director notes and established show models and guidelines.
 - Illustrator** on independently produced children's book 'Save it for a Rainy Day' written by Ekaterina Petrova 01/15-08/15
 - Conceptualized, designed and produced 32 illustrated pages according to pre-written story.
 - Animator** on 'Biscuit in Love' Facebook Sticker Pack 02/15
 - Animated cycles according to director layouts, designs and notes to be used for Facebook's messenger sticker packs.
 - Layout Artist and Animator** on Nickelodeon Short 'Meat Pie vs. The Dark Ages' 09/14-10/14
 - Laid out and animated sequences according to storyboards, animatic and director notes.
 - Layout Artist and Animator** on 'Originator Mobile Games' at Ghostbot 06/14-11/14
 - Laid out sequences for animators according to storyboards and director notes, as well as animated sequences in Flash for game cut scenes.
 - Animator** on 'Turbo' at Titmouse Inc. 04/13-08/13
 - Animated scenes in Flash according to storyboards and director notes. Joined 3D animation, flash puppeting, and traditional animation for a flawless, integrated, look.
 - Character Designer** for 'High School USA' at ADHD 04/13-05/13
 - Designed characters and props according to animatic and director notes.
 - Animator** on 'China, IL' at Titmouse Inc. 08/12-04/13
 - Animated scenes in Flash according to storyboards, layouts and director notes
 - Concept Artist** for live action independent feature film by Chris Behn 06/12
 - Concept art was done to flesh out main characters, atmosphere, and props to be used on screen.
 - Animator** on 'MOTORCITY' at Titmouse Inc. 07/11-08/12
 - Animated scenes in Flash according to storyboards and director notes. Joined 3D animation, flash puppeting, and traditional animation for a flawless, integrated, look.
 - Layout Artist and Animator** on 'Carnival Island' game at Titmouse 05/11-06/11
 - Laid out shots for animators according to storyboards and director notes, as well as animated sequences in Flash for game cut scenes.
 - Published Comic in 'FakeHeads' Vol. 2 Anthology 04/11
 - Animator** on 'Superjail!' at Titmouse Inc. 11/10-03/11
 - Animated scenes according to storyboards, layouts and director notes
 - Animation Office Assistant** at the School of Visual Arts 09/09-03/11
 - Repaired cameras, light kits, disks, and programs. Ran supply inventory and helped with over all day-to-day office tasks.
 - Intern** on 'Venture Bros.' and 'Robotamy' at World Leaders Ent. 09/09-03/10
 - Inked and cleaned backgrounds, props, and character designs and assisted in designing characters and props.

EDUCATION	School of Visual Arts, New York, New York Bachelor of Fine Arts, Traditional Animation GPA 3.8	09/07-5/11
AWARDS	Thesis film 'Treasure of the Golden Skull' shown at Animation Block Party	6/11
	Thesis film 'Treasure of the Golden Skull' shown at Midsummer Night Toons	05/11
	Dusty Award - Outstanding Achievement in Traditional Production Design for thesis film 'Treasure of the Golden Skull'	04/11
	Dean's List	07-11