MICHIE GONZALEZ
CHARACTER DESIGN | BACKGROUNDS

Los Angeles, CA
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okmichie.com

WORK EXPERIENCE

2020 - PRESENT	**MeatCanyon**— Background Design, Background Painting.	
2023 - 2024	**PARAMOUNT**— Project Manager, Character Design, Animation, Backgrounds.	
2022	***"SPONGEBOB 360"***— Animation Clean up, Color.	
2022	***"THE SPREACHER"***— Project Manager, Character Design.	
2021 - 2022	**MTV**— Animation Clean Up, Color.	
2021	***"DIGDIGDIG"***— Layout, Backgrounds, Storyboards, Rough Animation, Clean Up, Color.	
2020 - 2021	***"MONSTER LAB"***— Background Design, Background Painting.	
2021	***"THE SHOP"***— Project Manager, Character Design, Rough Animation, Clean Up, Color.	
2020 - 2021	***"SPONGEBOB REIMAGINED"***— Animation Clean up, Color.	
2020	***"MAGICAL GIRL FRIENDSHIP SQUAD"***— Retakes. Animation, Clean up, Color.	
2018 - 2019	**Pencilmation**— Animation Revisions. Animation, Clean up, Color.	

PERSONAL PROJECTS

2019 - PRESENT	***"23 HR. DINER"***— Project Manager, Writer, Storyboard, Design and Animation.	
2019	**24 hr Animation Contest**— Team Leader, Animation, Character Design, Editor.	

SKILL SET

Background Design, Background Painting, 2D Animation, Character Design, Character Turnaround, Problem Solver, Great Communication Skills, Ability to work collaboratively, Fluent in English and Spanish, Limited Working Proficiency in ASL

Software:

ToonBoom Harmony, Adobe Animate (Flash), TVPaint, Adobe Photoshop, Adobe Premiere, Adobe After Effects, Storyboard Pro, Dragonframe, Autodesk Maya, Blender, zBrush, Procreate, Microsoft Office, Google Workspace

EDUCATION

Laguna College of Art + Design, *BFA Character Animation*

REFERENCES

Available upon request