

Neko Pilarcik-Tellez

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Professional Experience

Animation Assistant | Augenblick Studios | Apr. - Jul. 2021

- Translate board/animatic poses to the characters while staying on style and model for highly stylized shows with very specific design rules.
- 2d puppet layout for frogs with tweenable legs, robotic gymnasts, and other characters on four episodes of "Teenage Euthanasia" season 1.
- Lip-sync, hand-drawn animation clean-up, and background clean-up for a yet-to-be-announced TV show.
- Worked remotely to assist with hand-drawn and 2d puppet animation using Adobe Animate.

Animator & Assoc. Producer - "The Pope's Dog" | SCAD Animation Studios | March 2021 - Present

- Inbetween, clean-up, and color several 2DFX shots from rough keys to finished animation.
- Create hand-drawn 2d animation and lip-sync for shots involving Italian language dialogue.
- Run dailies, schedule meetings, take notes and coordinate tasks for a 70+ member remote animation crew spread across five different time zones.

Assistant Professor, Animation | St. Louis Community College | Jan. 2012 - Present

- Mentor animation and motion graphics students in the use of Animate, After Effects, Illustrator and Photoshop to create 2d puppet and hand-drawn animation.
- Learn new software and write curricula often with only a week's notice prior to teaching courses.
- Oversee multiple concurrent projects at campus and district-wide levels, ensuring information is organized and work flows efficiently from one committee or department to the next.
- Awarded Emerson Excellence in Teaching Award and New Full-Time Faculty of the Year in 2021.

Animation Director - "Rocky Kramer's Rock Star" | Allied Artists Music Group | Feb. - Oct. 2018

- Design, animate, and composite hand-drawn/ 2d puppet hybrid animated characters into live-action footage.

Producer & Animator - "PlotQuest" | Popcorn Sundae Animation | Aug. 2017 - Oct. 2021

- Awarded Fellowship from the Regional Arts Commission of St. Louis to develop an interactive animated series.
- Project featured in the Regional Arts Commission's ARTrepreneurs Exhibition.

Illustrator - "Freddy FazBear's Pizzeria Simulator" | Scottgames | Sept. - Nov. 2017

- Designed and executed 40+ illustrations in two unique styles for the intro and ending sequences.

2d Animator - "Five Nights at Freddy's: Sister Location" | Scottgames | Aug. 2016

- Produced over 3.5 minutes of traditional character animation, from concept art to final lip-sync and color, in 15 days for "The Immortal and the Restless" interstitials.

Software Skills

Animate (Flash)
After Effects
Photoshop

Illustrator
Premiere Pro
Audition

Toon Boom Harmony
Toon Boom Storyboard Pro
Clip Studio Paint EX

Technical Skills

2d Puppet Animation
Hand Drawn Animation

Character Layout / Puppet Rigging
Animation Assistance / Lip-sync

Compositing
Animatic Editing

Education

Master of Fine Art, Animation degree candidate | Savannah College of Art and Design
eLearning | Anticipated graduation: Spring 2023 | GPA 4.0

Bachelor of Art, Film & Video (Animation) | Columbia College Chicago
Chicago, IL | Graduated with Honors | GPA 3.8