

Neko Pilarcik-Tellez

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Professional Experience

Assistant Professor, Animation | St. Louis Community College | Aug. 2020 to Present | Ferguson, MO
Academic Program Coordinator & Instructor II, Graphic Communications | Jan. 2017 to Aug. 2020
Adjunct Professor, Animation | Jan. 2012 to Jan. 2017

- Head of the Graphic Communications academic program and acting head of the Photography program.
- Oversee purchasing, purchase requisitions, faculty scheduling, payroll and budget.
- Evaluate candidates for faculty positions in illustration, animation, graphic design, and web design.
- Mentor students in creation of film projects in a broad range of styles from children's TV to anime.
- Maintain confidential information in compliance with FERPA and state regulations.
- Oversee multiple concurrent projects a campus and district-wide levels, ensuring work flows efficiently from one committee or department to the next while maintaining a full teaching load.

Director, "The Pope's Dog" | SCAD Animation Studios | Mar. 2021 to Jun. 2022 | Remote

- Run dailies, schedule meetings, and coordinate tasks for a 70+ person animation crew spread across five time zones.
- Track assets and shots through production pipeline using Google Sheets, Dropbox, Google Drive, and ShotGrid.
- Recruit additional crew members based on artistic style, skill, and the needs of the production at that time.

Animation Assistant, "Teenage Euthanasia" | Augenblick Studios | Apr. to Jul. 2021 | Remote

- Worked remotely as a Flash scene set up artist on four episodes of "Teenage Euthanasia" for Adult Swim.
- Translate board/animatic poses to the characters while staying on style and model for a highly stylized show with very specific design rules.
- Clean-up traditional Flash animation and backgrounds for a yet-to-be-announced pilot.

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

- Storyboard, animate, and composite 2D animated characters into live-action footage for music video.

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

- Created over 3.5 minutes of hand drawn animation, from initial concept art to completion, in 15 days.

Technical Skills

Mac and Windows Proficient	ShotGrid	Adobe Creative Suite
MS Office Suite	Google Suite	Toon Boom Animation Suite

Soft Skills

Project Management	2D Animation	Motion Graphics
Presentation Design	Compositing	Audio and Video Editing

Awards & Activities

- STL Design Scholarship Committee, 2022
- French Institute Alliance Française Animation First Student Competition (Jury Member), 2022
- Emerson Excellence in Teaching Award, 2021
- New Full-Time Faculty of the Year, 2021
- Artists Fellowship, Regional Arts Commission of St. Louis, 2017
- Outstanding Adjunct Faculty: Liberal Arts, 2016

Education

Master of Fine Art, Animation degree candidate | Savannah College of Art and Design
eLearning | Anticipated graduation: Spring 2024 | GPA 4.0

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