

Florencia Atria Álamos
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Languages

- English level B2 – FCE
- French level B1 – DELF
- Native Spanish

Education

- **Gobelins, l'école de l'image.** Character Animation and Animated Filmmaking – Master of Arts, scholarship-holding (September, 2017 – July, 2019).
- **UNIACC.** Bachelor's degree in Arts and Technologies of Communication, scholarship-holding (2011 – 2016).
- **Gobelins, l'école de l'image.** Summer School (July, 2014).
- **UNIACC.** Associate's degree in Arts and Technologies of Communication (2011 – 2013).
- **UNIACC.** Diploma in Arts and Aesthetics (2011 – 2013).
- **UNIACC.** Diploma in Scripts for Video-games (2011 – 2013).

Work Experience

- **Mighty Animation.** Started as a senior animator for a Disney project, then I was promoted to animator supervisor which is my current roll (April, 2021 – To date).
- **UDLA.** Started as a portfolio development teacher for fourth year animation students. Now I also teach 2 other classes related to concept art for second year animation students. (March, 2020 – To date).
- **LPSV.** Senior 2d animator (rough) for Alicia Nuñez's short film *La Primavera Siempre Vuelve*.
- **Instituto Arcos.** Conceptart teacher, first year animation students (August, 2020 – December 2020).
- **DEVICE.** Intern. 2D animation and clean up for a television commercial (July, 2018 – August, 2018).
- **THE GLOW.** Movie "*Buñuel in the Labyrinth of the Turtles*". Freelance artist for animated 2D fx and clean-up (April, 2018 – June, 2018).
- **Cartoon Network.** Short film "*Les Frères Cerise*". Compositing artist, film co-produce by Gobelins and Cartoon Network France (October, 2017 – November, 2017).
- **Voilà Estudios.** Animated Christmas card for *Fondos Mutuos* (December, 2016).
- **Voilà Estudios.** VFX making for the music video "*Conga*" by *Profetas y Frenéticos* (October, 2016).
- **Carburadores.** Movie "*Nahuel y el Libro Mágico*". Pre-production 2D artist (April, 2015 – July, 2015).
- **Distrito-C.** Design of two infographics for internal use in *Entel* (March, 2014 – May, 2014).
- **Estudio Revolución Digital.** Explainer videos, production (February, 2014 – March, 2014).
- **El Grupo.** Compositing assistant (April, 2013 – October, 2013).
- **Brootal.** Children's books illustrations for *Philips Avent* (September, 2012)
- **Brainstormers.** Video game design and development (July, 2011– December, 2011).

Awards and recognition

- **Winner of a scholarship from Fomento del Fondo Audiovisual 2018.** Granted by the *Consejo Nacional de la Cultura y las Artes de Chile* to study the Master of Arts at Gobelins, l'école de l'image. The presented project got the highest punctuation (100 out of 100).
- **Academic Excellence.** Bachelor's degree in Arts and Tech. of Communication, UNIACC (October, 2017).
- **1st Place at Festival Noche de Monos.** "*Morse*", Short Film category (November, 2016).
- **1st Place at Festival Emergente de Animación.** "*Morse*", Emerging category (October, 2016).

- **1st Place at Festival Chilemonos.** “Morse”, National School’s category (May, 2015).
- **1st Place in design contest – COMGRAP.** Design of: logo, computer skin, banner, and both the front and back cover of a drawing block (April, 2012).
- **“Young Talent” 2010 Scholarship – UNIACC.** 50% scholarship awarded for talent.
- **75 Years Logo – Saint George’s College.** First Place in 75-year logo design contest (2010).

Other

- Helped in two Gobelins’ final studies films: Best Friend and A-Gong (character animation, 2019).
- Selected with two short films on **Festival Chilemonos**, National School’s category (2013).
- **USM Games Workshop.** Attended a two-day video game workshop (June, 2011).
- **High School Yearbook Art Director – Saint George’s College.** Art and design direction for Saint George’s College yearbook (2010).

Software

- Toon Boom Harmony, TvPaint, Shotgun, Photoshop, After Effects, Illustrator. Also, basics of Animate CC, Illustrator, Maya and Microsoft Office.