MANILO FILENI

3D ANIMATOR

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DEMO REEL   **manilofileni.com**

EDUCATION

Animschool   Apr. 2022 - Mar. 2024

3D Animation Program 2024
- Completed the 3D Animation Program, with each course conducted in 11 week increments with intensive material
- Significantly improved storytelling abilities by creating scenes with detailed and complex character performances
- Four animations selected to be featured on AnimSchool's social media pages
- Two animations selected for AnimSchool's Student Showcase, highlighting top student work

Florida International University   Aug. 2021 - May 2022

Bachelor of Fine Arts in Digital Arts: Animation Track Minor in Art History
- Previously enrolled in 1 year of study.

EMPLOYMENT

Pixar Animation Studios, *Animation Intern,* Emeryville, CA   June 2025 - August 2025
- Animated iconic Pixar characters in a range of exercises, from basic mechanics to nuanced acting shots
- Ensured character performances stayed true to established personalities and style
- Participated in weekly animation dailies, implementing feedback from experienced Pixar animators
- Quickly learned Pixar's proprietary animation software, Presto, integrating it into daily animation workflows

Animschool Studios, *Lead Animator*, Remote   Oct. 2024 - Present

Character Animator on Mechwest Episodes 2, 3, 4 and 5
- Collaborated closely with the director and lead animators to deliver high-quality animations, consistently meeting tight deadlines for television schedules
- As Lead Animator, mentored new animators by providing draw-overs and detailed shot notes to esnure on-model appeal and consistent character performances across sequence
- Created poses and cycles for the character animation libraries to help keep quality consistent across the team

Freelance Work, *3D Modeling and Texturing*, Remote   July 2022 - Jan. 2023
- Worked with clients to create customized 3D artwork using Blender, fulfilling specific promotional and presentation requirements including product showcases and detailed event displays.

SKILLS

PROGRAMS: Autodesk Maya, Presto, Blender, Adobe Premiere Pro, Adobe Illustrator, Adobe Photoshop, Microsoft Word, Microsoft PowerPoint, Microsoft Excel

SKILLS: 3D Animation, 3D Modeling, Texturing, Lighting & Rendering, Rigging