

Elena Fazio

ElenaFazio@outlook.com | (cell) 630-696-8737 | [Reel: http://ElenaFazio.com/](http://ElenaFazio.com/)

ANIMATION EXPERIENCE

Crowds Animator, Pixar Animation Studios, January 2025- Present

Gatto (2027) - Feature Film -

- Animated Multiple shots in this film featuring complex physicality, stylized animation, and a variety of emotion
- Animated multiple test shots between projects to explore characters' personalities, physicality, and acting nuances in depth

Hoppers (2026) - Feature Film -

- Animated crowd shots and supporting characters with strong acting moments for a variety of animal and human characters
- Coordinated with directors and project leads for shot approval and shot review

Animator, Superseed Studios, CA, April 2024- October 2024

Avowed (2024) - Obsidian Entertainment AAA Game-

- Using Unreal, created animation for dialogue, facial animation, and gestures for character conversations throughout the game

Animator, Walt Disney Animation Studios Co-Op, CA, March 2023- August 2023

Forevergreen (2025) - Award-Winning Animated Short-

- Animated multiple shots with strong physicality and acting moments throughout the short film
- Coordinated with directors and project leads for shot approval and shot review

Animation Apprentice, Walt Disney Animation Studios, CA, February 2023- August 2023

Wish (2023) - Feature Film -

- Worked with directors and supervisors for multiple shots' final approval and review
- Coordinated with supervisor to create specific acting and cultural animation performances
- Created shot and cycle-specific animations for a variety of human and animal characters used throughout the final film.

Animation Trainee, Walt Disney Animation Studios, CA, October 2022- February 2023

Worked and trained as an animator, gaining an in-depth knowledge of nuanced character acting, character specificity, and polish.

- Created multiple acting-specific shots using the characters and assets from Disney's *Encanto*
- Kept rigs on model, specific to character choices, with emphasis on appeal and strong posing

Animation Intern, Riot Games, CA, June- September 2022

Valorant (2020) - AAA Game -

- Created a new proof of concept multi-character animation for an interdepartmental project
- Developed animations for multiple different Valorant characters, focusing on personality, dynamic posing, and strong silhouettes

Animator/ Director, "Fiesta Blood" Short Film, Ringling College of Art and Design- 2021- 2022

Created the award-winning animated short film "Fiesta Blood". Responsible for all visual aspects of the film, including storyboards, concept design, 3D models, Textures, Character Rigs, Animation, Lighting, and compositing of the entire solo short film.

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts: Computer Animation, May 2022

AnimSquad, online animation school

Expert class, Instructor: Malcon Pierce July-Oct. 2021

Animation Focus, online animation school

4 class sessions, Tutor: Jude Brownbill, June-July 2022

School of the Art Institute, Chicago, IL

Summer 2016-2017, figure/ technical drawing class

LEADERSHIP EXPERIENCE

Animation Mentor: Computer Animation Students, Ringling College of Art and Design, Sarasota, FL – Sept. 2020- May 2023

- Mentor for multiple Computer Animation underclassmen at Ringling: providing advice, critiques, drawovers, and guidance
- Did regular group meetings with mentees and one-on-ones to address issues or problems with classwork/ thesis development

AWARDS/ FILM FESTIVALS

- **Film Festivals:** Winner of London Movie Awards "Best Super Short Film", Winner of Genesis Internal Film Festivals "Best Animated Short Film", Winner of Golden Lion International Film Festival "Best Super Short Film" and "Best Trailer", and more. The short film "Fiesta Blood" was selected for over 23 (and counting) international and national film festivals including SIGGRAPH Asia, CIFF, London Movie Awards, and Oaxaca Film Fest
- Winner of the 2022 Women In Animation, in partnership with Animation Focus, Scholarship

SKILLS

Programs Proficient: Presto, Maya, Unreal, Zbrush, Adobe Photoshop, Nuke, Substance Painter, Adobe Premiere Pro, Adobe After Effects, Perforce, Animbot, RV, Arnold, Shotgun, Prism Pipeline, Monday, RV, and Procreate

Operating System Proficiency: Linux, Microsoft Windows, MacOS

Additional Skills: Violin (Orchestral, Quartets, Solo), Piano