

Isaac Muñoz

Environment Designer & Illustrator

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Mexico City
(Open to relocation)
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High performing professional with two years of experience delivering meaningful contributions in the animation industry. Confident in ability to thrive in a fast-paced environment. Strong in art fundamentals, committed to lifelong learning. Looking to join a dynamic and inclusive team where he can contribute to the company's sense of originality and culture.

Experience

Nov 2023 - Aug 2024

2D Designer

Copernicus Studios, Halifax, Canada (Remote)

- Translated conceptual designs into polished visuals.
- Defined colour lighting and mood to set scenes effectively.
- Developed captivating props and environments through thorough research.
- Efficiently produced sketches under tight deadlines.
- Conceptualized scene aesthetics for immersive storytelling.
- Employed 3D tools for scene development.
- Created colour keys conducive to Background Painting.

Nov 2023 - Jan 2024

Art instructor

Toronto Art, Toronto, Canada

- Aided students with conceptualizing images.
- Gave guidance throughout the painting process.
- Created strong portfolio pieces for university/college level.
- Helped students grasp the art fundamentals.
- Planned lessons on art history in accordance to students' learning objectives.
- Developed students' drawing and painting techniques.
- Provided instruction on the use of mixed traditional and digital media.

Jun 2022 - May 2023

Background Painter

Sphere Animation, Montreal, Canada

- Painted backgrounds for a 2D production.
- Corresponded with the layout and animation departments.
- Adapted to the production's painting style.
- Collaborated with the art director to ensure style consistency among all deliverables.
- Demonstrated high efficiency to complete paintings on schedule.
- Produced files ready for animation and post-production.
- Responded to feedback in an efficient manner.
- Effectively translated colour keys.

Abr. 2020 - En. 2021

Art Exhibition "All the small things"

Northern Contemporary Gallery, Toronto, Canada

- Exhibited pieces in a curated group exhibition of small-format art.
- Presented original works alongside emerging and established artists in a professional gallery setting. (cont.)

- Contributed to the exhibition's visual narrative, engaging with visitors and collectors.
- Gained experience in art exhibit preparation, artwork presentation and networking within the art community.

Apr 2020 - Jan 2021

Comic Artist

Freelance, Toronto, Canada

- Self-published illustrator and author of the web comic [Kusoli](#).
- Conceptualized and oversaw the project's progress with full creative control.

Education

Sep 2017 - Apr 2021

BFA, Illustration

Sheridan College

Skills

- Strong verbal communication.
- Participative and cooperative in team environments.
- Creative problem-solver.
- Detail-oriented.
- Highly adaptable.
- Solid knowledge of 2D art fundamentals.

Softwares

- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Clip Studio Paint
- Blender

Languages

- English (Proficient)
- Spanish (Native)
- German (Basic)