

# Daniela García Gandour

Digital Animation and Interactive Design

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Based in Honduras, passionate designer implementing animation and graphic design to create engaging and captivating content.

## Education

**Bachelor of Arts: Digital Animation & Interactive Design** **March 2023**  
Summa Cum Laude SPS, Honduras  
UNITEC

**Bachelor of Science and Humanities: High School Diploma** **June 2018**  
Valedictorian SPS, Honduras  
SERAN School

## Experience

**Freelance** October 2022 - Present

- Rotoscope
- Advertising
- Graphic Design
- 3D models
- Animatics
- Social Media Posts

**Roto Artist ( Internship) - *Cinematic Media*** November 2022 - December 2022

- Collaborated with other roto artists to meet strict deadlines.
- Learned the main functions of Nuke.

**Animator ( Internship) - *Ikum Studio*** September 2022 - November 2022

- Loop animation of different characters.
- Animatic elaboration for different scenes.

**Media Production Specialist - *Gomez Corporation*** October 2020 - November 2021

- Worked with the rest of the team to create and publish designs on every platform.
- Developed content for small social media campaigns using Instagram and Facebook.
- Copywriting for email marketing campaigns.
- Ensured all deadlines were met throughout the content production.

## Software & Soft Skills

Photoshop	Blender	Disciplined	Dependability
Illustrator		Deadline Oriented	
After Effects		Teamwork	

## Languages

Spanish  
(Native)  
English  
(Bilingual)