

Daniela García Gandour

Digital Animation and Interactive Design

(504) 9569 - 2834

danielaggandour@gmail.com

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

Education

Bachelor of Arts: Digital Animation & Interactive Design
Summa Cum Laude
UNITEC

March 2023
SPS, Honduras

Bachelor of Science and Humanities: High School Diploma
Valedictorian
SERAN School

June 2018
SPS, Honduras

Experience

Digital Communication Coordinator - UNITEC / CEUTEC — April 2024 - Present

- Ensured all deadlines were met throughout the content production.
- Video and Photography of events.

Freelance — October 2022 - Present

- Rotoscope
- 3D models
- Graphic Design
- Animatics

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.

Software & Soft Skills

Languages

Photoshop	Blender	Disciplined	Dependability
Illustrator		Deadline Oriented	
After Effects		Teamwork	

Spanish
(Native)
English
(Bilingual)