

MARIEL RODRIGUEZ



SKILLS

Comics
Illustration
Digital Painting
Concept Art
Environment Design
Color Theory

Photoshop
Illustrator
InDesign
After Effects
Premiere
Unity
FTrack
Blender
Harmony
CSS/HTML

Team Management
Collaboration
Highly Motivated

WORK EXPERIENCE

Titmouse, Background Designer | 2024

"Golden Axe" | Designed backgrounds and developed pre-vis environment designs for every episode based on scripts.

WB Animation, Freelance Background Designer | 2024

"Creature Commandos" | Designed comics-inspired line centric backgrounds.

Cartoon Network, Background Designer | 2022-2023

"Craig of the Creek"&"Craig of the Creek: The Movie" | Designed backgrounds based on boards and developed pre-vis designs based on script outlines.

THE LINE Animation, Layout Artist | 2022

"HERO" Marvel SNAP Music Video | Designed tonal layouts in different styles for multiple sequences.

WB Animation, Background Designer | 2022

"VELMA" | Designed tonal backgrounds.

Dark Horse Comics, Colorist | 2021

"Overwatch: New Blood" | Designed and painted color schemes for a 5 issue mini-series based on an existing property.

Floyd County Productions, Background Artist | 2019-2022

"Marvel's Hit Monkey" on Hulu | Designed and painted backgrounds working off of boards, 3D renders, and AD notes. BG Lead position: organized and supervised tasks for other painters. Gave notes and guidance on BG painting and style.

"Archer" on FX | Painted backgrounds and made necessary design modifications to 3D renders.

"Dicktown" on Hulu | Designed and painted backgrounds.

"Poorly Drawn Lines" on Hulu | Designed, painted and composited backgrounds in Toon Boom Harmony.

EDUCATION

BG Design with Angela Sung | 2021-2022

Warrior Art Camp | Background design and development, shoebox cutaways and prop design.

Rhode Island School of Design | 2013-2017

BFA Illustration | GPA 3.5

Brown University | 2014-2017

Courses in language, mathematics, and 3D animation.