

MARCO OLIVARES AGUILAR

STORYBOARD ARTIST AND REVISIONIST

olimarco.aguilar@gmail.com - www.olivaresaguilar.com

Experience

Storyboard Artist / Illustrator - Freelance

September 2020 - Current

Created storyboards and digital illustrations for several clients. .
Designed pitch bibles, made animatics and drew book illustrations.

Storyboard Artist / Art Director - TV Series Pitches

March 2020 - May 2021

Created artwork for multiple series pitches. Made storyboards and concept art. As Art Director, was heavily involved with hiring process, making the production pipeline, and figuring out story.

Storyboard Artist - Fungisaurus

July 2019 - November 2019

Created storyboards for a series pitch. Boarded out an animatic, and made sketches and illustrations for an animation bible.

2D Animation Lead - "Monsters in the Dark"

February 2018 - April 2019

Animated 2D sequences for an award winning 2D/3D short film, organizing and directing a team of animators, as well as coordinating with other leads to achieve a 2D/3D hybrid look.

Illustrator - "Incredicoders" The Publishing Empire

July 2017 - March 2018

Designed characters and created comic book illustrations for a children's book about programming languages.

Education

Bachelor of Fine Arts in Digital Art and Animation

DigiPen Institute of Technology

September 2013 - Graduated May 2017

Storyboarding Courses

Concept Design Academy, Animation Mentor,
Rad Sechrist's Class, Matt Jones's Class

Six Different 10-14 week courses throughout 2017 to 2020

Skills

Storyboarding

Focused on acting, comedy and action-comedy.
Familiar with both TV and Feature pipelines.

Storyboard Revisions

Experience with working with other's art styles and staying on model. Good at plussing scenes.

Story and Development

Experience with writers' rooms and show development. Adept at solving story problems.

Illustration

Concept Art, Comic Illustrations. Experience making assets for games and animation.

Animation

2D Animation, character and VFX.

Collaboration

Effective at leading and working with teams.
Able mediator and communicator.

Software



Adobe Photoshop



Toon Boom Storyboard Pro



Adobe Premiere



Toon Boom Harmony



Autodesk Maya