

Ellison Estephan

Character Designer & 2D Animator

#311- 4868 Brentwood Dr, Burnaby, BC, V5C 0C2

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Email: ellisonestephan@gmail.com

Portfolio: <http://ellisonestephan.com/>

Demo Reel: <http://ellisonestephan.com/animation/>

Software Proficiencies

- Photoshop
- Animate CC/Flash
- ToonBoom Harmony
- TV Paint
- Shotgrid/BNET/Filemaker
- Procreate
- Storyboard Pro
- Microsoft Office
- After Effects

Education

2D Animation & Visual Effects: Diploma 2018 - 2020

Capilano University - North Vancouver, BC

Bachelor of Arts: Undergraduate 2015-2017 (Incomplete-)

University of British Columbia - Okanagan, Kelowna, BC

I completed two years of a combined BA in English/Creative Writing (88.4% average), but decided to switch my studies to pursue animation.

Designer

Experience

Mainframe - 2025 W Broadway #200, Vancouver, BC

May 2021 – August 2022

Prop design for 3D (concepts, paint and orthos). I also contributed creature, character, & FX designs, and matte painted assets.

2D Flash Animator

Wildbrain - 380 West 5th Avenue, Vancouver, BC

November 2020 – May 7, 2021

Cutout animation on the Flash show Chip and Potato - posing and animation.

Assistant Character Designer

Titmouse - 31 W 3rd Ave, Vancouver, BC

August 2020 – September 2020

Character turnarounds, redresses, Flash cleanup, and colour design. Some FX keys.

Design Intern

Wildbrain - 380 West 5th Avenue, Vancouver, BC

July 2019 – August 2019

References

I had the opportunity to intern in character design for Carmen Sandiego Season 3 at Wildbrain.

Pam Prostarr, Art Director at Mainframe - pamp@mainframe.ca

Stephanie Campbell, Animation Supervisor at Wildbrain - Stephanie.Campbell@wildbrain.com

Maahir Pandie, Design Supervisor at Wildbrain - Maahir.Pandie@wildbrain.com