

Glen Manalo  
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## **Objective**

An artist eager to create art that I am proud to share with others.

## **Professional Experience**

- Background Artist/Animator | DHX Media | 2014 - 2018
  - Using Photoshop, painted stylized backgrounds for multiple scenes for each episode.
  - Created custom one-button shortcuts for the team to improve efficiency of background painting.
  - Drew and painted background layout for shows like Netflix's Peabody & Sherman and Carmen Sandiego.
- Programmer | Seneca College & Dingo Mobile | 2013 - 2014
  - As part of a team of 3, helped develop gameplay ideas and features into an augmented reality mobile game.
  - Implemented the all gameplay functions, assets and features using object-oriented C#.
  - Fixed any bugs or errors that were discovered in the game.
- Environment Artist Solitude | UDK Mod Project 2012 | 2013
  - Worked with a team of eight artists, a producer, an art director and a level designer to create a level in Unreal.
  - Created an entire European-style city by modeling and texturing modulated pieces and buildings.
  - Modeled and textured an organic model which was one of the major assets of the mod project.
- Layout Artist, Character Designer, Animator | Seneca College | 2012
  - Designed the extra characters that appear on screen such as a variety of crowd members and wrestlers.
  - Designed and digitally painted the background for the outdoor, indoor, and close-up scenes.
  - Animated different scenes that involved the main character.

## **Software Proficiency**

- Adobe Photoshop
- 3D Studio MAX
- Maya
- Pixologic ZBrush
- Unreal 4
- Unity3D
- Substance Painter
- Substance Designer
- Adobe Flash

## **Education**

- 2D/3D Art & Animation
  - Seneca College, Toronto, Ontario 2010 - 2013
- Computer Programming and Analysis (Co-op) Program with a specialty in Game Programming
  - Seneca College, Toronto, Ontario 2004 - 2008