

Glen Manalo
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Summary

Canadian artist with 5+ years working in the animation industry. Additionally, a game programmer and artist with experience making games for augmented reality and mobile devices.

Professional Experience

- Background Artist/Animator | Wildbrain | 2014
 - Using Photoshop and Maya, painted stylized backgrounds for multiple scenes for each episode.
 - Created custom one-button shortcuts for the team to improve efficiency of background painting.
 - Drew, painted, and supervised background layout for shows like Netflix's Peabody & Sherman and Carmen Sandiego.

- Programmer | Seneca College & Dingo Mobile | 2013 - 2014
 - As the sole programmer in a team of 3, helped develop gameplay ideas and features into an augmented reality mobile game.
 - Implemented the all gameplay functions, assets, custom shaders, and features using object-oriented C#.
 - Fixed any bugs or errors that were discovered in the game.

- 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
- Blender
- 3D Studio MAX
- Maya
- Pixologic ZBrush
- Unreal 4
- Unity3D
- Substance Painter
- Substance Designer

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