



Carla Lisbet Ortigosa Camacho

Bachelor's degree in Digital Arts (LAD) from Tecnológico de Monterrey.

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I stand out in my work for my innovative approach, ability to think outside the box, and willingness to learn and explore different areas and ideas. There are no challenges that hinder me from fulfilling my work and growing professionally. I seek to inspire and motivate people through my work.

Softwares:

- Harmony Toon Boom
- Procreate
- Maya
- Substance
- Zbrush
- Unity
- Excel

Languages:

- Spanish
 - Native
- English
 - B2



Education

Tecnológico de Monterrey, Querétaro Campus

Bachelor of Digital Arts | 2020 - 2024

Overall GPA: 95/100

Organizer of the first "28 Hours" animation contest for LAD students in 2021

Certificates

Tecnológico de Monterrey & SUNY Farmingdale State College | GSL Classroom 2022

Coursera | Character Design for Video Games 2023

Professional Experience

Miedos y El Mar | Jul. 2024

Producer/2D Animator

- **Finalist** at the Pixelatl 'Eso que nos une' Short Film Contest, 2024.
- Coordination of tasks and responsibilities through a detailed plan in Excel.
- Management and organization of all administrative tasks to ensure timely delivery.
- Creation of 2D animation in the rough phase, ensuring fluidity and consistency of movements.

ÑAM | March. 2023 - May. 2023

2D Animator/Concept Artist

- **Short Film Winner** of DiscorruptionArts 2024 shortfilm category.
- Involvement in 2D animation roughs.
- Concept art design, focusing mainly on props.

Ratan | 2024

2D Backgrounds/2D Animator/Concept Artist

- **Short Film Winner** of the 28-Hour Contest organized by students of Tecnológico de Monterrey Campus Querétaro.
- Designed 2D backgrounds for the short film, establishing the setting and atmosphere of the story.
- Created concept art, focusing primarily on props.
- Participated in the 2D animation of the short film, bringing characters and scenes to life according to the creative direction's requirements.

A Trip To Die For | Feb. 2023 - Jun. 2023

Producer/2D Animator/Concept Artist

- **Short Film Winner** at the Brussels Capital Film Festival and Couch Film Festival.
- Selected at the 24 Risas por Segundo, CARIBETOONS, Golden Smile International Film Festival, FICCMADERO, and Stuff MX Film Festival, with a special nomination at the Laughing Dog Comedy Film Festival.
- Project planning, coordination, and supervision to meet established deadlines.
- Creation of key animations based on the visual style of the short film.
- Development of conceptual art, character design, backgrounds, and props.
- Compositing for post-production.