

FIONA DAGNINO

Digital Artist with Animation Specialization

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<https://www.fionadagnino.com/>



[Fiona Dagnino](#)



[Fiona Dagnino Demo Reel](#)

PROFILE

Innovative Digital Artist skilled in 2D and 3D animation. Collaborative and deadline-oriented, I bring ideas to life across multiple platforms. Seeking opportunities to apply my creative vision and technical skills to drive impactful digital art projects.

KEY COMPETENCIES

- Cross-Cultural Communication
- Time Management
- Proactivity and Self Motivation
- Intrapreneurship Skills
- Problem Solving
- Adaptability

SOFTWARE

Adobe Creative Cloud (After Effects, Photoshop, Illustrator, Premiere) | Google Suite | Microsoft Office (Word, PowerPoint, Excel) | Slack | Microsoft Teams | Discord | Autodesk Maya | Blender | ToonBoom Animation | Procreate

LANGUAGE

- International English Language Testing System IELTS (2022)
- Cambridge Certification: C1 Advanced in English (2018)
- French DELF B2 Certification (2019)
- Spanish- Native Language

PROFESSIONAL EXPERIENCE

Kingspeak Tutoring Australia Teacher

August- December 2022

- Educated, instructed, and guided 6th-grade students in Math, English, and Science subjects.
- Developed and implemented effective lesson plans, promoting student engagement.
- Skills and Highlights: Patience, Adaptability, Leadership. Effectively worked with communication skills while guiding students to success.

TrueFluency Kids Spanish Teacher

June 2021- June 2022

- Immersed students of various ages (4 - 17 years old) in a Spanish learning journey, igniting their passion for language and culture.
- Customized lessons and organized dynamic activities. Cultivated an environment where students thrived under adaptable and creative instruction.
- Skills and Highlights: Engagement Strategies, Multilingual Communication, Individualized Learning. Received consistently positive feedback from parents for creating a supportive and engaging learning environment.

Xi Ying and Chi Kung Producer and Animator

February- June 2022

- 2D animated video for education center: Pipiolo Centro de Investigaciones Educativas y Artísticas.
- Led pre-production efforts, including concept development, storyboarding, and planning. Managed production and postproduction activities, including animation, design, editing, and sound design.
- Skills and Highlights: Color Theory, Illustration, Creativity, Video Editing, Animation Principles. Developed illustrations that bring educational material to life.

Nuestro Hogar Producer, Animator, Post-Production Artist

February- June 2022

- 2D animated short film intended for migrant families and younger audiences between 7 and 13 years old.
- Assumed a leadership role as the producer and key animator in a group of 11 people. Illustrated and executed key animation sequences.
- Skills and Highlights: Problem-solving, Time and Team Management, Schedule Design, Industry Knowledge, Colorist Artist, Frame-by-Frame Animation. Participant in Final Frame Contest and pre-selected to participate in Anney Festival Contest.

Lazos Character Designer

February -March 2021

- Proposed and designed character illustrations representing core values for the Lazos organization, embodying cooperation, honesty, and respect, and serving as educational tools.
- Skills and Highlights: Character Design, Visual Development, Proficiency in traditional and digital illustration techniques, Artistic Versatility. Translated designs into engaging educational tools, connecting with low-income families.

Adhisiti Book Illustrator

February 2021

- Interactive suspense novel for a young audience. The readers can change the outcome of the story depending on the decisions they make.
- Designed and crafted all the characters in the story. Successfully coordinated a team of six members, ensuring the timely and compliant delivery of the project.
- Skills and Highlights: Character Design, Story Planning, Graphic Design, Coloring, General Design Look. Proficient in adapting, following, and maintaining an art style. Assumed responsibility for the overall design and visual direction of the interactive novel.

Centro Comunitario Victoria María Publicity and Web Designer

June 2020- December 2021

- Website and character design to help grow as a school and an academic training center for students of low-income families and general publicity.
- Created manuals and resources, empowering teachers and administrators with valuable tools. Coordinated a group of 15 people to help with the school's reach.
- Skills and Highlights: Digital Art, Character Design, Content Creation, Media Strategy, Resource Management. Revitalized the school's online presence through creative web design, enhancing its reach and impact.

Xavier y Zack. El disfraz de Halloween Book Author and Illustrator

March- May 2020

- Author and illustrator of an Open Educational Resource for children between the ages of 6 and 9, titled "Xavier and Zack: The Halloween Costume." Illustrated and composed a captivating story, fostering creativity and imagination in young readers. Managed a team of six members.
- Skills and Highlights: Consistent Artistic Style, Illustration, Project Management, Coordination, and Creativity. Posted as an Open Educational Resource open to anyone.

EDUCATION

Tecnológico de Monterrey Campus Santa Fe (Mexico City)

August 2019- June 2023

- Bachelor of Digital Art with Animation Specialization.
- Honorable mention of excellence and Highest GPA of the graduating class of 2023.
- Winner of "The Flame Award" for achieving the highest grade nationally in my area of study, surpassing other Bachelor's programs including Architecture, Musical Production, and Industrial Design.
- Winner of the scholarship: "Beca al Talento Emprendedor (Talent for Entrepreneurship)."
- Winner of the Golden Ram Award for Entrepreneurship.

Victoria University (Melbourne, Australia)

August 2022- December 2022

- Study Abroad Program Diploma for Digital Animation and Education.