

Shehzar Abro

Experienced **mid 3D Animator**, **3D Layout Artist**, and **Animation Educator** with strong knowledge of the **gesture drawing**, **image-making**, **principles of animation** and ability to **create believable character performances**.

CURRENT ROLES

Emily Carr University of Art and Design, Vancouver, CA - Studio Technician III, Animation

NOV 2023 - PRESENT

- Oversee the animation studio and ensure compliance with OH&S regulations.
- Develop and implement technical instructions
- Provide front-end and back-end support for the Deadline Render Farm
- Participate in discussions to expand the render farm and improve its efficiency
- Offer constructive animation feedback and technical solutions to students
- Teaching myself Python to create tools for animation.

Kwantlen Polytechnic University, Vancouver, CA - Animation Lab Instructor (Entertainment Arts)

MAY 2022 - PRESENT

- Reinforce key concepts taught in class
- provide additional support to students during assignment completion
- offer individualized guidance to help them overcome challenges.
- supporting the instructors with attendance, professionalism, and day-to-day
- Classes include: Final Projects, Cinematics for Animation, Intermediate and Advanced Animation, Cinematography, and Character FX classes

Alberta University of the Arts, Remote, CA - Course Developer and Facilitator (Visual Story and Character Development)

DECEMBER 2023 - PRESENT

- Currently developing a "Visual Story and Character Development Course"
- I am also facilitating the "Drawing for Animators" course, which involves grading and providing feedback and guidance to students

PAST EXPERIENCE

TEACHING

Alberta University of the Arts, Remote, CA - Course Developer (Drawing for Animation)

JAN 23 - AUG 23

- Previously created a "Drawing for Animators" Microcredential

Ontario, Canada
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Demo Reel

<https://shehzarabro.com/pages/animation-demo-reel>

SOFTWARE PROFICIENCY

Maya (For 3D Animation)
Unreal Engine (For Animation)
Deadline Render Farm
Houdini Basics
Adobe Creative Suite
Da Vinci Resolve
Blender Grease Pencil
DragonFrame

SKILLS

3D Animation
3D Layout
2D Animation
Render Management
Basic Python
Drawing
Painting
Composition
Anatomy
Color Theory
Perspective
Cinematography
Visual Story Telling
Motion Capture Software
Staging
Cinematics for Animation
Preproduction
Branding
Graphic Design
Stock Control
Editing
Administration
Record Keeping
Grading

Langara Centre for Entertainment Arts, Vancouver CA — Teaching Assistant

JAN 2021 - MAY 2022

- Courses include **Cinematics for Animation, Character Animation, Introduction to Preproduction and Production Principles, Traditional Animation, Acting and Animation, Principles of Animation, and Figure Drawing.**
- Managed classroom setup, project coordination, and student records for above courses, utilizing strong organizational and administrative skills.

ANIMATION

Relish Studios, Remote, CA - Animation Artist

MAY 2023 - NOV 2023

- Animation and Layout artist on kids' TV show "Mia and Codie"

Bardel Entertainment, Vancouver, CA - Animation Artist

OCT 2022 - MAY 2023

- Animation and Layout artist on "Sausage Party: Foodtopia"

Independent Film, Vancouver, CA - Layout and Animation Artist

AUG 2022 - AUG 2023

- Worked part-time on an unannounced indie 3D short film as a layout and animation artist.

Fight With A Stick, Vancouver, CA - Director/Animation Artist

AUG 2022 - AUG 2023

- Fight With a Stick Performance is a transdisciplinary company of artists and associates with an interest in space, perception, and in collaborating with other-than-human materialities.
- I met artistic director, Alex Lazaridis, in a university class - he was my acting professor. We applied for and received a grant from the Canada Council of the Arts through which I was able to produce my first short film, "[Now Showing](#)"

EDUCATION

The Animation Collaborative, Remote — Mentorship

With Michal Makarewicz

2023

University of the Fraser Valley, Abbotsford CA — Bachelors of Media Arts

2022

Vancouver Film School, Vancouver CA — Diploma of 3D Animation and Visual Effects

2020

SAE Institute, Sydney AU — Diploma of 3D Animation Production

2019

Mentoring
Instructing
Online Marketing
Quality Control
Research

ACADEMIC ACHIEVEMENTS

Deans List x 2 (Fall and Winter 2021)

Returning International Student Excellence Scholarship (2022)

LANGUAGES

English, Urdu, Sindhi,
Beginner French

REFERENCES

Zach Houston

Sr. Production Coordinator, Bardel Entertainment

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Melissa Best

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Diego De la Rocha

Animation Instructor, Kwantlen Polytechnic
University

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