

# Vanessa Van Brummelen

## Senior Character & Prop Designer (2D & CG) | Color Designer | Illustrator

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### SUMMARY PROFILE

With a decade of experience in the animation industry, I specialize in creating **story-driven** and **stylistically consistent** character, prop, and color designs across a wide range of 2D and CG productions. I bring a **positive attitude, clear communication**, and a **self-driven, enthusiastic** approach to every project.

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### RELEVANT SKILLS

- **Creative & Detail-Oriented:** Delivers confident, high-quality design decisions, meeting technical standards, style requirements, and deadlines; anticipates pipeline challenges and problem-solves creatively.
- **Leadership & Collaboration:** Led and trained a team of 15 designers on a DreamWorks/Netflix production; guided artists' workflows, maintained design consistency, and collaborated effectively with supervisors, project managers, and technical teams.
- **Adaptability & Software:** Quickly adapts to new styles, tools, and production pipelines; proficient with Adobe Creative Suite, Toon Boom Harmony, Procreate, ShotGrid (Flow), FTrack, Microsoft Teams, Slack, Google Workspace, Zoom; experienced in 2D & CG pipelines.

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### WORK EXPERIENCE

<b>Visual Arts Instructor</b> - Rotary Centre for the Arts (Upcoming)	Jan 2026 - Mar 2026
<b>2D Character &amp; Prop Designer</b> - LEGO series, Copernicus Studios	May 2025 - July 2025
<b>2D Character Designer</b> - (Volunteer) <i>Unreleased Short Film</i> , WIA / ACE Canada	May 2025 - July 2025
<b>2D Color Designer</b> - Netflix / Dr. Seuss: <i>Red Fish Blue Fish</i> , Atomic Cartoons	Mar 2024 - Nov 2024
<b>CG Character Designer &amp; Surfacing Artist</b> - Netflix: <i>Barbie Mysteries</i> , Kickstart Ent.	Jun 2022 - Feb 2024
<b>Freelance Illustrator</b> - Government of BC, Yeti Farm Creative	Nov 2023 - Dec 2023
<b>2D Character Designer</b> - Netflix: <i>Young Love</i> , Atomic Cartoons	Apr 2021 - Mar 2022
<b>Color Designer</b> - Netflix: <i>Dogs In Space S2</i> , Atomic Cartoons	Sept 2020 - Apr 2021
<b>2D Character &amp; Prop Designer</b> - Netflix: <i>Dogs In Space S1</i> , Atomic Cartoons	Feb 2020 - Aug 2020
<b>CG Vis Dev Artist &amp; Character Designer</b> - Netflix: <i>Unicorn Academy</i> , Atomic Cartoons	July 2019 - Feb 2020
<b>2D Character &amp; Prop Designer</b> - Netflix: <i>Last Kids on Earth</i> - Atomic Cartoons	May 2019 - July 2019
<b>2D Visual Development Artist</b> - DreamWorks: <i>Pinecone &amp; Pony</i> , Atomic Cartoons	Apr 2019 - May 2019
<b>2D Character Designer &amp; Supervisor</b> - DreamWorks: <i>Archibald's Next Big Thing</i> , Titmouse	Feb 2018 - Mar 2019
<b>2D Character Designer</b> - SYBO TV: <i>Subway Surfers</i> , WildBrain	Jan 2018 - Feb 2018
<b>ToonBoom Harmony Animator</b> - Sony Pictures: <i>Cloudy with a Chance of Meatballs</i> , WildBrain	May 2017 - Feb 2018
<b>Character &amp; Background Designer, Adobe Animator</b> - Snack Time Commercials, Yeti Farm	May 2016 - Aug 2016

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### EDUCATION & QUALIFICATIONS

<b>2D Animation &amp; Visual Development Diploma</b> - Capilano University	Sept 2015 - May 2017
<b>Apprentice</b> - Master Class: Life of an Art Director, Women in Animation	Nov 2018 - Mar 2019

References available upon request.