

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.

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.

WORK EXPERIENCE

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

EDUCATION & QUALIFICATIONS

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

References available upon request.