

FRANCESCA JASSIR NOGUERA

Animator

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WORK EXPERIENCE

Whalefall | 3D Animation Lead May 2026 - Present

- Establishing animation practices, documentation, and workflows to improve team efficiency.
- Delivering gameplay cycles and cutscene animations on schedule for project milestones.
- Defining animation style guidelines to ensure consistency across characters and gameplay systems.
- Coordinating animation efforts across design, engineering, and art teams to successfully ship on schedule.

Third Pie Studios | 3D Animator September 2025 - November 2025

- Animated bipedal and quadruped gameplay cycles and idle animations, and exported them to be used in Unreal.
- Collaborated promptly with programming team to ensure animations were behaving correctly in Unreal Engine.
- Retargeted gameplay animations to 6 different rigs, adjusting the animations to fit different character proportions.

"POCO" Video Game | 3D Gameplay & Cinematics Animator April 2024 - June 2025

- Created animation cycles (idle, fidget, talk, etc.) for in-game characters.
- Directed character blocking, camera positioning, and camera movement in Maya for 3 cutscene sequences based on storyboards.
- Delivered quick turnarounds of animation while addressing supervisor's notes regarding desired animation style.

"Re:Connection" 3D Short Film | 3D Animator November 2023 - April 2024

- Completed animation shots with human-like and robotic characters.
- Addressed animation supervisor's notes to achieve realistic motion of characters within a quick turnaround.
- Followed storyboard sequences to execute shots from layout to final polished scene.

PROFESSIONAL DEVELOPMENT

Cinematic Animation Mentee | *Animation Diversity Foundation* July 2024 - January 2025

Breaking Into Animation Mentee | *Women in Animation: Mentorship Circles* March 2024 - August 2024

Cinematic Animation Mentee | *Blizzard Entertainment SFD Mentorship* December 2023 - May 2024

EDUCATION

Bachelor of Fine Arts in Animation & Illustration | *San Jose State University* June 2025

- Graduated Magna Cum Laude
- Shrunkenheadman Club Member

TECHNICAL SKILLS

Autodesk Maya

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Unity

Unreal Engine

Toon Boom Harmony

Lighting/Rendering

Rigging

MS Office

Google Suite

Nuke

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PROFESSIONAL SKILLS

File Management	Communication	Time Management	Creative
Team Management	Adaptability	Critical Thinking	Resourceful
Problem-solving	Leadership	Team Player	Detail Oriented

LANGUAGES

Spanish: Native Level English: Native Level