

TATIANA KAWANISHI

Storyboard Artist

Toronto, Canda

PORTFOLIO

-  [My website](#)
-  [Instagram Profile](#)
-  [Artstation Profile](#)

SOFTWARES

- Toon Boom Storyboard Pro
- Adobe Photosho
- Autodesk Maya
- Unreal Engine
- Adobe Substance 3D Painter
- Maxon ZBrush
- Marmoset Toolbag

LANGUAGES

- Portuguese
- English

CONTACT

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PROFESSIONAL EXPERIENCE

SPLIT STUDIO - STORYBOARD ARTIST - SAO PAULO, BRAZIL

JUNE 2023 — AUGUST 2024

Credited Storyboard Artist on delivered animated series for network distribution.

Responsibilities:

- Maintained constant communication with the director and production management to align on delivery schedules and deadline expectations.
- Handled all stages from thumbnails to final animatic delivery, successfully completed on time without delays.
- Season 2 of "**WeeBoom**" Streamed on:
 - (i) **HBO Max** – Global
 - (ii) **Boomerang** – Global
 - (iii) **Canal Futura** – Brazil
- Season 4 of "**Turma da Mônica Clássica - A Série**" Streamed on:
 - (i) **Cartoon Network** – Brazil

ESTRICNINA STUDIO - FREELANCE STORYBOARD ARTIST - BELO HORIZONTE, BRAZIL

APRIL 2022 — DECEMBER 2022

Credited Storyboard Artist on delivered animated series for network distribution.

Responsibilities:

- Maintained constant communication with the director and production management to align on delivery schedules and deadline expectations.
- Handled all stages from thumbnails to final animatic delivery, successfully completed on time without delays.
- Season 3 & 4 of "**Gigablaster**" Streamed on:
 - (i) **Gloob** – Brazil

BELLI STUDIO - STORYBOARD ARTIST - BLUMENAU, BRAZIL

JULY 2021 — JUNE 2022

Contributed to various advertising and TV animation projects as Lead Storyboard Artist, while also taking on roles as prop designer, background artist, and character designer.

Responsibilities:

- Led a team of storyboard artists to align narrative language and visual layout across multiple projects, including season 3 of "**As Aventuras do Adventures of Betinho Carreiro**" (currently in production), "**Esquadrão do Mar Azul**" (in development), and the **Boris and Rufus Christmas Special**.

ESTRICNINA STUDIO - FREELANCE STORYBOARD ARTIST - SAO PAULO, BRAZIL

MARCH 2021 — JUNE 2021

Credited Storyboard Artist on a Christmas special animation project for the YouTube channel **Porta dos Fundos**, which has over **18.7 million subscribers**.

Responsibilities:

- Maintained constant communication with the director and production management to align on delivery schedules and deadline expectations.
- Despite a tight schedule, I managed all stages from thumbnails to final animatic delivery, completing the project successfully and on time without any delays.
- Christmas special “ **Te Prego Lá Fora**” was streamed on:
 - (i) **Amazon Prime**– Brazil
 - (ii) **Apple TV**– Brazil
 - (iii) **Paramount +** - Brazil

BLU STUDIO - FREELANCE STORYBOARD ARTIST - BUENOS AIRES, ARGENTINA

OCTOBER 2020 — APRIL 2021

Credited Storyboard Artist on delivered animated series for network distribution.

These projects were co-produced with **Lion Forge Studio**.

Responsibilities:

- Maintained constant communication with the director and production management to align on delivery schedules and deadline expectations.
- Despite a tight schedule, I managed all stages from thumbnails to final animatic delivery, completing the project successfully and on time without any delays.
- **Rhymes Through Times** was streamed on:
 - (i) **Nick Jr.**– Global
 - (ii) **Apple TV**– Global
 - (iii) **Paramount +** - Brazil
 - (iv) **Roku** - Global
- **Sesame Street - I Love Being Me** was streamed on:
 - (i) **Sesame Street** YouTube Channel

OMENS STUDIO - FREELANCE STORYBOARD ARTIST - SINGAPORE

JULY 2020 — NOVEMBER 2020

Credited Storyboard Artist on delivered animated series for network distribution.

Responsibilities:

- Maintained constant communication with the director and production management to align on delivery schedules and deadline expectations.
- Despite a tight schedule, I managed all stages from thumbnails to final animatic delivery, completing the project successfully and on time without any delays.
- **Counting With Paula - Season 05** - was streamed on:
 - (i) **Apple TV+**– Global
 - (ii) **Prime Video**– Global
 - (iii) **Tubi**- Global



PERSONAL PROJECT

GRADUATION SHORT FILM - MIDNIGHT SNACK -

SEPTEMBER 2028

It's a 6 minutes short animated film created as my final graduation project, completed over the course of one year and three months. I **directed a crew of 17 fellow students** and also took on multiple roles, including Storyboard Artist, Character Designer, Producer, Art Director, and Animation Director.

This project was featured in several renowned Brazilian and international festivals such as:

- **Shenandoah Seasonal Film Series** (*USA, Strasburg* - 2018)
- **Anima Mundi** (*Brazil, Rio de Janeiro* -2018)
- **Animaze Awards** (*Canada, Montreal*- 2018)
- **Festival Internacional de Cinema Infantil FICII** (*Brazil, Rio de Janeiro* - 2018)
- **Anim! Arte** (*Brazil, Rio de Janeiro*- 2018)
- **Tofuzi** (*Georgia, Batumi*, - 2018)
- **Inshort Film Festival** (*United Kingdom, London* - 2018)
- **Webisode Film festival** - 2019
- **3ºMostra Lugar de Mulher é no cinema** (*Brazil, Salvador* - 2019)
- **Cinemira - Budapest International Children's Film Festival** (*Hungary, Budapest* - 2019)
- **Cineminha na Biblioteca** (*Brazil, Salvador*- 2018)

Won by the category **"Best rated film by children's jury"** at the following festivals:

- Anima Mundi - 2018
- Cineminha na Biblioteca - 2018



EDUCATION

BACHELOR OF ANIMATION - BELO - HORIZONTE/ BRAZIL

MARCH 2013 - SEPTEMBER 2018

Universidade Federal de Minas Gerais (*University of Minas Gerais*)

Graduated with Honors

- Gained comprehensive knowledge of the entire scope of animation, from traditional and cut-out techniques to both 2D and 3D production.
- Studied all aspects of the process, including cinematographic language, scriptwriting, pre-production, production, and post-production within the animation industry.
- Successfully delivered a short animated film as the final project of the course.

POST-SECONDARY PROGRAM - GAME ART & DESIGN - TORONTO/ CANADA

SEPTEMBER 2024 - JANUARY 2026

Centennial College - *Graduated with Honors* -

- Educated in North America - Canada -
- Game production pipelines
- Developed game level design ecosystems in Unreal Engine, including the implementation of 3D assets and the integration of production rigs into character models. Designed and optimized lighting systems and real-time gameplay experiences.