

Jada Balanga

2D Animator

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SUMMARY

2D animator with experience in animating a variety of characters and styles. I enjoy exploring variety in my animations and have experience in everything from comedy to drama.

PROFESSIONAL EXPERIENCE

2D Animation (September 2023 - 2025)

- From looking at and reading storyboard scenes, creating the scenes of the character's emotion and action representing the story.
- Drawing out from storyboards to breaking scenes capturing the movement and action along with cleaned up animation finishing off completion from collaboration.
- I created 15 animation projects during animation classes.
- Animated dog pushing box animation and cat swinging as a pendulum I did 24 fps for all my animations.

Character Design (September 2023 - 2025)

- Drawing out the anatomy structure and figure drawings
- Creating concept designs of body proportions and size lengths styles that represent the type of character roles.
- I created my own characters and different characters from different cartoon franchises, anime humans or animals in Character Designing class to know the anatomy and structure designs to create. I worked
- Each design I created was based on references of anatomy, body structures, height structures and outfit designs for turnaround references and thumbnail designs.

Storyboarding (February 2022 - September 2025)

- Creating from storywritten or scripts to view the scenes around 26 or 30 panels of storyboarding.
 - Creating different genres of storyboarding relating to comedy, drama, musicals and action.
 - I spent doing scenes from stories I wrote on my own for Studio X as a sequence or action animation which is still a working progress for a short animation or tv show.
 - I even did a storyboard during Traditional Animation class to create a humorous animation short called "Randoming Falling In Love" animation.
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SKILLS

Adobe Photoshop, Adobe Animate, Adobe Media Encoder, Toon Boom Harmony, Adobe After Effects, Adobe Illustrator, Adobe Premiere Pro, Wonder Unit Storyboarder

EDUCATION

B.F.A. in Animation and Visual Effects, Emphasis in 2D Animation

(September 2020 - May 2026)

Academy of Art University, San Francisco, CA

Relevant Coursework: Fine Arts, Traditional Animation, Studio X, Digital Cutout, 2D Animation, Character Design, Storyboarding, Motion Quicksketch, Visual Development, Figure Drawing, Color Fundamentals, Perspective Drawings, Clothing Drawings