



WORK EXPERIENCE

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ADG Local 800 – Freelance Storyboard Artist | Senior Illustrator

Film & Television Industry | Sep 2023 - Present

Storyboard Artist in live-action film and television. Beat, shooting and VFX boards, keyframes, directors plans, brainstorming stunt & effects driven action set pieces, and using the Unreal Engine to build storyreels.
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WARNER BROS. ANIMATION

• Director – “DC Batwheels” | Apr 2022 - Aug 2023

Episodic director on a premium season two CG Batman and Bat Family feature-styled animated series "Batwheels" for Cartoon Network and Warner Bros Discovery's Max. Vetted and interviewed storyboard artists with the supervising director and consulted on staffing. Set up a cinematic hybrid 2.5D storyboard and 3D previsualization animation pipeline. Provided virtual 3D training for the storyboard team and previs learning materials/documentation and prepared 3D scene files, 3D camera to the board artists.

Oversee a team of storyboard artists and revisionists and provided direction; pitched 2D/3D beat boards during story launch, created thumbnails when needed for board guidance, storyboarded action sequences when a board artist was behind schedule, animated 3D previsualization shots/sequences in Blender, Storyboard Pro 3-D camera, distributed visual references, red line draw overs, notes, created action maps and 3D layout/camera workbook. Worked closely with showrunners, and editor to plus, edit and revise episodes. Directed nine episodes including a holiday special.

• Blender Storyboard | Previs Artist • “Wings of Fire;” | Nov 2021 - Apr 2022

Netflix CG animated event high fantasy series based on the best-selling Scholastic children's books by Tui T. Sutherland. A 3D story-boarding pipeline is utilized mixing traditional drawings and previsualization in Blender software. Thumbnail emotional & action beat boards, building live-action style dynamic staging & compelling sequences, designing striking composition, storytelling poses, cinematic character & camera/lens choreography, fundamental lighting & effects, edited the first pass animatic on NLA (Non-linear Animation) Editor, and strong drafting abilities for dragon anatomy & expressive acting using the Grease Pencil. Executive produced by Ava DuVernay.

• Storyboard Artist – “DC Batwheels” | Aug 2021 - Nov 2021


Season one a premium children's entertainment action-adventure comedy series based on the DC Comics. An all-new Batman & the Bat Family CG animated show for Cartoon Network and Warner Bros Discovery's Max. Created storyboards for the shorts series "DC Meet the Batwheels" with strong entertainment value, filmic action sequences, clear storytelling, emotional acting and boarded a stylized musical number. In addition, provided scratch track voices, animatic editing and using Shotgrid for asset management.

• Feature Storyboard Artist – “Mortal Kombat Legends: Cage Match” | Ju 2021 - Aug 2021

Action animated long-form sequel movie based on the top tier "Mortal Kombat" feature franchise. Responsible for strong cinematic visuals, performing visual and analytical problem solving in 2-dimensional space, strong film composition, adding entertainment value & personality in the boards, bringing ideas & clarity in the visual narrative, and more realistic comic art not cartoony drafting skills. Released on direct-to-video & premium video on demand (PVOD).

• Storyboard Artist – “DC Harley Quinn” | Apr 2021 - Jul 2021


The comedy-action animated series based on the DC Comics and Batman spin-off for Warner Bros Discovery's Max. Provided storyboards, added lighting effects & gray tone rendering, camera labeling and edited the animatic for season 3. In depth experience utilizing SketchUp Pro 3D environments in the boarding process and Shotgrid for asset management.



DISNEY TELEVISION ANIMATION

Storyboard Artist – “Firebuds” | Feb 2021 – Apr 2021

Created storyboards, sound effects edit, scratch track voices and an assembly edited animatic for a comedy-adventure series, "Firebuds" season one.



WILD CANARY ANIMATION

Storyboard Artist – “DC Batwheels” | Aug 2020 – Feb 2021

Provided storyboards for Disney Junior's CG comedy-adventure series, "The Chicken Squad". Cinematic style boards were created to fully utilize the CG animation medium; incorporated Maya (CGI) constructed background using Autodesk FBX Viewer, drew strong action staging, filmic camerawork, emotional storytelling, character interactions, sight gags to plus the humor and acting. And delivered first pass animatic for timing purposes to editorial. Utilized Shotgrid for project management to manage assets.

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WORK EXPERIENCE

20TH TELEVISION ANIMATION

Storyboard Artist | Feb 2016 – Aug 2020

Los Angeles, CA

- “American Dad” – Created storyboards for season 13, 14 & 15 translating from script to thumbnails to tight key poses & clean layout, and followed the show’s visual storytelling style. Worked closely with the episodic director to interpret sequences and finding solutions to problematic visual narrative. Being able to work under pressure in a fast paced television environment and addressing change notes promptly to each episode. Delivering an organized Storyboard Pro file with separate elements in each level for the Animatic Department, and provided written dialogue & action notes for the overseas animation studio in Seoul, South Korea.

Provided storyboards, revisions and retakes for ‘American Dad!’ season 12. Worked with the retake director, episodic director, and storyboard manager on implementing writer’s notes to new sequences, storyboard clean- up, and drawing to model. Responsibilities also included carefully labeling shots for the overseas animation studio, re-interpreting storyboard sequences for staging & acting clarity and problem solving weak visual story- telling. In addition to delivering Storyboard Pro file ready for animatic purposes and to overseas animation studio.
- “The Simpsons” – Created storyboards for season 27 and 28, translating the script to roughs to clean-up, composing cinematic shots for filmic TV purposes, maintaining character on model with strong acting poses. Worked closely with the show’s supervising director, episodic director, storyboard supervisor and creative consultant; to interpret sequences and finding solutions to the storytelling, followed The Simpsons storytelling style and visual grammar. Being able to work under pressure in a fast paced environment, addressing change notes accordingly to each episode. Responsible for cutting animatic sequences to audio. Delivering an organized Storyboard Pro file with separated elements in each level for the Layout Department.

ORIGINAL FORCE ANIMATION

Story Artist | Apr 2014 – Dec 2015

Culver City, CA

Storyboarded three CG feature animation in the studio pipeline – Netflix Original "Duck Duck Goose" and development projects "Oldzilla" (shelved) & Tencent Pictures "QQ Speed" (shelved). Translating from a script or simple scratch ideas and gags into full scenes. Executing filmic cinematography, incorporate strong acting, adding sight gags/ visual humor and designing cinematic composition with economy to budget. Working closely with directors to interpret sequences and finding solutions to story obstacles. Pitching story, character ideas and sequences during dailies and weekly production meetings. Problem solving workflow issues in Flix and Story- board Pro among the story team. Clean-up and coloring for presentation boards. Being immediately available for changes to the director, editorial and story team to provide fast solutions

PHENOMENA ANIMATION STUDIO

Co-Founder / Director | Jun 2010 - Feb 2014

Mexico City, MEX

Specialized in directing, supervising, character animation and storyboard for film, television and advertising agencies. Managing a team of artists and animators. Clients include: 20th Century-Fox Television “High-school U.S.A.!” for FOX network, Frito-Lay Inc., Hasbro, ING Direct, Nestle Ice Cream, Pedigree, BBDO Mexico.

SANTO DOMINGO FILMS

Character Animation | Sep 2009 - Dec 2009

Mexico City, MEX

Traditional hand-drawn character animator on BRIJES during the last stages of production, animating various characters and assisting in clean up.

EDUCATION

VANCOUVER FILM SCHOOL

- > Advanced Digital Character Animation
B.C. Canada • Jun 2012 - Dec 2012
- > Classical Animation
B.C. Canada • Jan 2007 - Dec 2007

IBEROAMERICANA UNIVERSITY

- > Bachelor Degree in Graphic Design
- > Mexico City • Aug 2000 - May 2005

SOFTWARE

- > MAC, PC-Windows
- > Blender
- > Autodesk: Maya
- > Unreal Engine
- > Unity game engine
- > SketchUp Pro
- > The Foundry: Flix
- > Adobe: Animate, Photoshop, A.E.
- > ToonBoom: Storyboard Pro, Harmony

LINKEDIN REFERENCES

- > <https://www.linkedin.com/in/lilamartinez>

SKILLS

- > Storyboarding for Film and TV
- > 2D Character Animation and Illustration

PUBLISHED INTERVIEWS

- > EMMY Magazine 2019,
- > Keyframe Magazine 2018,
- > Ink & Paint Girls Podcast 2019
- > An Animated Journey Podcast 2018
- > Animation Success Stories Podcast 2018
- > Basic Brainheart Podcast 2018

SPEAKER

- > Charles M. Schultz Museum 2024
- > Walt Disney Studios LXIA Series 2020
- > The Walt Disney Family Museum 2020
- > LA County Library 2020
- > Charles M. Schultz Museum 2019
- > NALIP Media Summit 2019
- > Industry Giants Conference 2018
- > Los Angeles City College 2018 & 2020

AWARDS

- > KINOKI, International Student Film Festival 2009 – Best Animated Short – WILD