

RICHARD ALEXANDER FORERO DOMINGUEZ

Lead Character Animator | Animation Director | Canadian Citizen | Vancouver, BC | richardforerod@gmail.com | Portfolio: richardforero.wordpress.com | [LinkedIn: linkedin.com/in/richardforero](https://www.linkedin.com/in/richardforero)

PROFESSIONAL SUMMARY

Lead Character Animator and Animation Director with over 13 years of experience across AAA games, feature film, and VR. Known for high-fidelity character performance and stylized motion, and for leading teams to deliver under tight deadlines. Credits include the Academy Award-winning Spider-Man: Into the Spider-Verse and Fortnite.

SKILLS

- **Core Skills:** Keyframe Animation, Character Performance, Facial Animation, Body Mechanics, Locomotion, Acting, Crowd Animation, Previs, Stylized and Photorealistic Animation, Real-Time Animation, Motion Capture, Pipeline Optimization, Unreal Engine, Maya, Blender.
 - **Team Leadership:** Animation Director for VR experiences, led a creative team of 8 to deliver a VR film experience, and served as Crowd Lead on a major feature film.
 - **Animation:** Character Performance and Advanced Locomotion for diverse art styles, ranging from photorealism to stylized feature film.
 - **Software:** Unreal Engine, Maya, and Blender.
 - **Efficiency & Workflow:** Optimized animation pipelines to help the team meet tight deadlines and improve overall project delivery.
 - **High-Volume Production:** Experienced in managing character animation workflows for games, TV, and feature films.
 - **Adaptability:** Proven ability to maintain high quality while working under pressure in fast-paced production environments.
 - **Languages:** English and Spanish
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PROFESSIONAL EXPERIENCE

ESSENTIAL STUDIO | Remote – Poland | *Feb 2026 – Present*

- **Lead Animator: Directing long-form short films for VR and leading a multidisciplinary team.** Bringing characters to life with motion built for immersive worlds and keeping our Blender and Unreal pipeline running smoothly.

FRAME MACHINE | Remote – Santa Monica, CA | *Sep 2022 – Jan 2026*

- **Senior Animator (Fortnite):** Animated 15 in-game emotes and character skins, delivered 50+ marketing character animations, and helped bring a Fortnite live event to life for Epic.
- Collaborated with technical art teams to integrate and optimize animation assets for **Unreal Engine**.

ANIMAL LOGIC & NETFLIX | BC, Canada | *Mar 2021 – Sep 2022*

- **Senior Animator (Leo, DC League of Super-Pets):** Developed complex character acting and physical comedy sequences for high-budget animated features while maintaining consistent character behavior.

SONY PICTURES IMAGEWORKS | BC, Canada | *Oct 2017 – Mar 2021*

- **Crowd Lead & Animation (Vivo):** Animated and populated every crowd sequence in the film, choosing the right motion and crowd layouts for each shot, and worked closely with the supervisor to keep the artistic and technical balance right.
- **Character Animator (Spider-Man: Into the Spider-Verse, The Mitchells vs. The Machines, Vivo, Angry Birds 2, Men in Black: International and Jumanji):** Animated character performance across six feature films, from photorealistic to highly stylized, adapting to each film's distinct look and acting style.

ICON CREATIVE STUDIO | BC, Canada | *Nov 2016 – Jul 2017*

- **Animator (Elena of Avalor):** Produced character animation for high-volume television production with tight deadlines, adhering to Disney's stylistic standards.

BRON STUDIOS | BC, Canada | *May 2015 – Nov 2016*

- **Animator (Henchmen the movie):** Animated character performance for the feature, taking shots from blocking through to final polish with a focus on acting beats.

TEACHING & MENTORSHIP

ANIMUM 3D | Spain – Remote | *Mar 2020 – Jun 2024*

- **Animation Mentor (Part-Time, alongside studio roles): Guided aspiring animators** by providing clear, actionable feedback to help them realize their creative vision.

EDUCATION

- **Expert Level – Animation Workshop** | AnimSquad 2017.
- **3D Animation & Visual Effects** | Vancouver Film School, 2015.
- **B.S. Multimedia Engineering** | Universidad Militar Nueva Granada, 2013.