

Mirella Toncheva

Storyboard Artist & Animator

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W: <https://mirellatoncheva.com>



Stoopid Buddy
Stoodios

Storyboard Artist on **Unannounced Project – 05/23**

Thumbnailed, cleaned, and revised storyboard sequences as well as pitched ideas to crew and clients.

Titmouse

Retake Animator on **Beavis and Butthead Season 2 – 10/22 - 04/23**

Animated and edited scenes in Adobe Animate to address notes, scene changes, line retakes, and other production changes.

Storyboard Artist on **Beavis and Butthead Season 1 & 2 – 07/21- 10/22**

Thumbnailed, roughed out, cleaned and timed out storyboard sequences from scripts as well as edited boards to address feedback and changes.

Storyboard Artist on **“Beavis and Butthead Do the Universe” film 05/21-07/21**

Thumbnailed, cleaned, timed out and revised storyboard sequences from scripts and according director and creator notes.

Retake Animator on **‘Q-Force’ Season 1 – 12/20 - 05/21**

Animated and edited scenes in Adobe Flash/Animate to address notes, adjust for scene continuity, line retakes, and production changes.

Quill VR

Storyboard Artist on **‘Kteer Tayyeb’ by Samia Khalaf, a Facebook VR Short – 09/20 - 02/21**

Storyboarded a short film to be viewed and experienced in VR as well as helped conceptualize the director’s vision and finalize the story and script.

Jamcity/Tinyco

3D Animator on **‘Harry Potter: A Hogwarts Mystery’ – 06/18 - 12/20**

Conceptualized actions, storyboarded cut-scenes, and animated actions in Maya according to scripts and style established by Harry Potter books and movies.

Senior 2D Animator on **‘Futurama: Worlds of Tomorrow’ Mobile Game – 06/16 - 06/18**

Guided new animators on workflows, show styles, and game production as well as animated actions, cycles and environmental props in Adobe Flash/Animate.

2D Animator on **‘Family Guy: Quest for Stuff’ Mobile Game – 08/13 - 06/16**

Animated actions, cycles and environmental props in Adobe Flash/Animate.

Ghostbot

2D Layout Artist and Animator on **‘Star Wars: Forces of Destiny’ – 03/17 - 06/17**

Laid out and animated sequences according to storyboards, animatic and director notes.

2D Animator on **‘Biscuit in Love’ Facebook Sticker Pack – 02/15**

Animated cycles according to director layouts, designs and notes to be used for Facebook’s messenger sticker packs.

2D Layout Artist and Animator on Nickelodeon short 'Meat Pie vs. The Dark Ages' – 09/14 - 10/14

Laid out and animated sequences according to storyboards, animatic and director notes.

2D Layout Artist and Animator on 'Originator Mobile Game' – 06/14 - 11/14

Laid out sequences for animators according to storyboards and director notes, as well as animated sequences in Flash for game cut-scenes.

Titmouse

2D Animator on 'Turbo Fast' Season 1 Netflix series – 05/13 - 08/13

Animated scenes in Flash according to storyboards, layouts and director notes

2D Animator on 'China, IL' Season 1 – 08/12 - 04/13

Animated scenes in Flash according to storyboards, layouts and director notes.

2D Animator on 'Motorcity' Season 1 – 07/11 - 08/12

Animated scenes in Flash according to storyboards, layouts and director notes. Joined 3D animation, flash puppeting, and traditional animation for a flawless, integrated look.

2D Animator on 'Superjail!' Season 2 – 11/10 - 03/11

Animated scenes in Flash according to storyboards, layouts and director notes.

World Leaders Ent.

Intern on 'Venture Bros.' and 'Robotamy' – 09/09 - 03/10

Inked and cleaned backgrounds, props, and character designs as well as assisted in designing characters props.

Education

School of Visual Arts, New York, New York – Bachelor of Fine Arts, Traditional Animation, 2007-2011

Animation Collaborative, Emeryville, California:

- Beginner Maya Animation with Tal Shwarzman
- Intermediate Maya Animation with Robb Denovan
- Intro to Acting for Animation with Michal Makarewicz
- Maya, Tips and Tricks with Cory Walker
- Intro to Storyboarding with Austin Madison
- Advanced Character Design with Albert Lozano
- Advanced Storyboarding with Austin Madison

Programs

ToonBoom StoryboardPro, Adobe Animate, Photoshop, Maya, Mac/PC proficient

Languages

English (fluent) Bulgarian (native)