

MICHELLE ALEJANDRA ALCOCER PÉREZ

Rigger 2D

ABOUT ME

I am a 2D artist with a focus on ToonBoom Harmony rigging. I adapt quickly to new needs, pipelines, and workflows, I am proactive, creative, and efficient. I enjoy working on a team. I have 4 years of experience with TB Harmony so I have full control of the program and my rigs/builds.

EXPERIENCE

Boulder Media (Bento Box: Krapopolis S2, S3 and S4)

December 2023 - May 2024 | July 2024 - July 2024 | February 2025 - Present

- Props
- Characters

Rigged characters, props, and redresses for over 50 characters including different views. I consistently delivered builds on time and with excellent attention to detail. Reposed elements.

Bombillo Amarillo (Ánima: NDA)

January 2025 - Present

- Characters

Rigged characters with full turnarounds. Added multiple controllers, including a Master Controller for the head and body.

Mighty (Doodles: Dullsville and the Doodleverse)

March 2024 - April 2024

- Props
- Characters

Rigged characters and props, I created special controllers to facilitate character manipulation. I delivered characters every week and met my quotas on time.

Mighty (Nickelodeon: The Casagrandes)

February 2023 - June 2023

- Props
- Characters
- Fixes
- Colour variations

I worked with a daily and weekly quota, where I exceeded my supervisors expectations. I made over 200+ rigs including props, characters, colour variations, and fixes.

EDUCATION

Bachelor's Degree in Animation, Digital Art, and Multimedia
Universidad del valle de Atemajac 2018 - 2022

CONTACT

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SOFTWARE

- ToonBoom Harmony
- Maya
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Shotgrid
- F-Track