

BRENDA XIMENA ROLDAN ROMERO

3D ANIMATOR FEATURE AND VFX



BRENDAXIMENAROLDAN@GMAIL.COM



BRITISH AND SPANISH CITIZENSHIP



ANIMATION REEL:

[HTTPS://VIMEO.COM/885180519](https://vimeo.com/885180519)

IMDB:

[BRENDA XIMENA ROLDAN ROMERO](#)

WEBSITE:

WWW.BRENDAXIMENAROLDAN.COM

EDUCATION

Bournemouth University MA 3D Computer Animation

September 2019 - October 2020
Distinction

Multi-Award Winning Short Film - 'GAIA'
(2 Wins, 24 official selections)



Bournemouth University

BA (Hons) Computer Visualisation and Animation

September 2019 - October 2020
First Class Honours



AWARDS

- 2025 Bournemouth University 30 Under 30
- 2021 London ACM SIGGRAPH
 - Animation Competition WINNER
- 2020 Graduation Film 'GAIA' - Director
 - 24 Film Selections
 - Marano Ragazzi Film Festival 2020 - WINNER
 - DepicT! 2020 IMDbPro Audience Award - WINNER
- 2019 Academic Achievement Scholarship - Bournemouth University
- 2019 Global Talent Award - Bournemouth University
- 2019 SUBU Leadership Award - Bournemouth University
- 2018 BFX Competition *2 Award Winning Short*
- 2018 Global Talent Award - Bournemouth university
- 2016 Academic Achievement Scholarship - Bournemouth University

ANIMATION EXPERIENCE



Triggerfish | 3D Senior Animator (Freelance)

April 2026 - PRESENT

Working on Senior Animation sequences for Long-Form. Collaborating with a small team to deliver the project on time and supporting junior members of the team

- Project: NDA



Cahoots | 3D Senior Animator (Freelance)

February 2026 - March 2026

Short form and Advertising. Fast deliveries and collaboration with the Production team to develop fast-tracking systems for the animation.

- Project: 'Bad Angel' - Coachella (2026)
- Project: 'Watchdog' - Advertising Campaign (2026)



DNEG Animation | 3D Feature Animator

January 2025 - February 2026

Experience in the Feature Film Department. Working on complex shots mixing action and acting, following the guidelines of the Director and Animation Leads and Supes.

- Project: NDA
- Project: NDA



Framestore | 3D Mid VFX Animator

August 2024 - October 2024 - Fix term Contract

Experience in VFX Episodic Department. Working under the VFX Supervisor and CG Supervisor to achieve the style of the show. Worked on Digi-Doubles Adjustments and adjusting animation accordingly to fit the plates

- Project: Wheel of Time (Season 3 - 2025) - Amazon Prime



Jellyfish Pictures | 3D Mid Feature Animator

December 2023 - July 2024 - Fix term Contract

Feature Animation working efficiently under tight schedules and adhering to the film's style. Recognized as one of the fastest members of the team and was often tasked with picking up additional shots. Provided feedback on rig testing and completed animation pre-production cycles for the team to use.

- Project: Dogman (2025) Dreamworks Feature Film



Axis Studio | 3D Animator

April 2023 - November 2023 - Fix term Contract

Experience working on keyframe animation and was responsible for managing my time effectively with a busy and tight schedule. I worked closely with them to achieve the show's style and completed many acting and action-packed shots. Took part in outreach projects including presentations, festival recruitment booths, and portfolio review sessions with students.

- Project: Eyes of Wakanda (2025) - Marvel Animation

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SPEAKER

- **Movement Symposium Speaker 2025**
- **Y tu Como Estas? - Youtube Interview 2025**
- **BFX Festival 2024, UK**
 - PANEL: BU Alumni
 - TALK: 'Working in Feature Film'
 - TALK: 'Portfolio Essentials'
 - PORTFOLIO REVIEW
- **Rainbow Conference 2024, UK**
 - MODERATOR: Panel: 'Empowering Journeys, Inspiring the Next Generation'
- **AccessVFX Podcast, 2024, Online**
 - PODCAST: 409: E-Mentoring Special
- **NextGen Academy 2024, UK**
 - TALK: 'VFX Show and Tell'
- **VFX Hangout #5 2024, Romania**
 - TALK: 'Animating the Future: Journeying through 3D Animation'
- **VFX World Day, International Women's Day, Online**
 - PANEL: 'Mentoring'
- **View Conference 2023, Italy**
 - JURY: View Fest 2024
 - MODERATOR: PANEL: 'Filmmaking's Role in Healing Our Planet'
 - PANEL: 'How to Stay Positive in Our Industry?'
- **BFX Festival 2023, UK**
 - MASTERCLASS: 'Junior Animator Essentials'
- **Annie Awards #49, 2022, USA**
 - JURY: Annie Awards
- **BFX Festival, 2022, UK**
 - MASTERCLASS: 'Animation's Survival Guide'
 - TALK: '3D Animation Kit'
 - PANEL: 'Animators Q&A'
- **View Conference, 2022, Italy**
 - TALK: '3D Animation Kit'
- **IES Alfonso XI, Spain**
 - TALK: 'Journeys to 3D Animation and Games'
- **BFX Festival 2021, UK**
 - PANEL: 'NCCA Alumni'
- **CAVE Academy, 2021, Online**
 - PANEL: 'Women in Animation'

SKILLS

Maya // Nuke // Blender // Premiere Pro // Microsoft Teams // Syncsketch // Windows // Linux // Tween Machine // Animbot // Shotgrid // ftrack // studio library

Fluent in English and Spanish

ANIMATION EXPERIENCE



Blue Zoo Animation | 3D Mid-Animator

June 2022 - March 2023 - Fix term Contract

I assisted in creating a keyframe stylized animation of all characters and mentored apprentice animators, offering support and feedback. In the absence of my lead, I attended Lead animation meetings and supported the Lead Animator.

- **Project: Pip and Posy (Season 2 - 2023) - Magic Light Pictures**



MPC | 3D Junior Animator

August 2021 - June 2022 - Fix term Contract

As part of the Episodic and Film departments, I specialize in creating high-quality, hyper-realistic keyframe animations. In addition to my animation role, I mentor new animators to help them start projects and learn the pipeline. I have participated in numerous projects, including preproduction and pitching decks.

Projects:

- **Prehistoric Planet (Season 1 - 2022) - BBC**
- **Chip n' Dale: Rescue Rangers (2022) - Disney Film**
- **Prehistoric Planet (Season 2 - 2023) - BBC**
- **Percy Jackson & the Olympians (2023) - Pitch Animation**
- **Aquaman and the Lost Kingdom (2023) - Pitch Animation**



Blue Zoo Animation | 3D Junior Animator

December 2020 - July 2021 - Fix term Contract

Working in close collaboration with the Animation Lead and Animation Director, I created keyframe-stylized animations that aligned with the brand.

Projects:

- **Pip and Posy (Season 1 - 2021) - Magic Light Pictures**
- **Sinking Feeling (2021) - Short Film**



WIA | Woman in Animation | Apprenticeship

September 2020 - December 2020

Acting in Animation: focus on acting with dialogue and pantomime acting. Theory and practice focused on how to create an entertaining and believable character performance. Assignment critique on a bi-weekly basis. Mentor: Kyle Moy



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OTHER ANIMATION EXPERIENCE



CG101 Conference | Co-Founder & Co-Director

December 2024 - Present

As the co-director and co-founder of CG101, I oversee all facets of event organization. My responsibilities include building and maintaining marketing connections with companies, driving event sales, spearheading promotional efforts, developing engaging schedules, and curating an appealing program to ensure the event's success and industry relevance. We are proud to be a volunteer organisation.



Bournemouth University | 3D Animation Lecturer

March 2023 - Present - Part time

Responsible for overseeing the Undergraduate and Postgraduate units, where I provide feedback and mentorship to students as they collaborate on their projects. Additionally, I instruct them on the principles of animation and offer assistance throughout every aspect of the production pipeline.



IBFX | BFX Festival | Industry Ambassador

August 2024 - Present

Responsible for establishing partnerships with studios and artists. My role involved creating opportunities for these partnerships to be involved in the festival, managing time, sending emails, budgeting, and overseeing the project partnership of the festival.

- BFX Festival Competition Mentor (Summer 2021/2022/2024)



London ACM SIGGRAPH | Vice-Chair

February 2021 - November 2024

Key responsibilities include planning and executing events for over 600 participants. Additionally, there is a focus on providing mentorship to students during events. Furthermore, the role entails presenting public speeches at various events, including festivals, discussions, and panel presentations, to effectively communicate the chapter's mission and initiatives to a broader audience.

- Board Member February 2021 - May 2022