



# ANGIE NASCA

character design | illustration | concept art

Character Designer with **9 years of animation industry experience** and a **social media following of over 190k**. Passionate about developing characters and bringing them to life, as well as showcasing personalities through **stylized designs, color theory, and believable expressions**. **Proficient in Photoshop and Procreate**, and focused on completing projects with accuracy and artistic skill. Excellent reputation for **resolving problems, working under pressure, and client satisfaction**. Previous clients and collaborative partners include **DreamWorks TV, ON Animation Studios, Gravity Studios, Mattel and Burger King**.

## CONTACT

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🖱 [www.angienasca.com](http://www.angienasca.com)

📍 Chicago, USA

## LANGUAGES

English

Portuguese

Spanish

French

## SKILLS

Creative eye

Adaptability

Multitasking

Meeting deadlines

Critical thinking

## TOOLS

Photoshop

Procreate

Adobe Premiere

## EDUCATION

**Columbia College Chicago**  
Animation, 2015 - 2016

**Dominican University**  
General Education, 2013 - 2015

## SOCIALS



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## EXPERIENCE

### Miraculous Corp

#### Lead Character Designer

2024 - Current

- Enhanced the *Miraculous Chibi* universe by developing new characters from the ground up.
- Provided animators with draw-overs and notes to ensure precise translation of character designs into an animated format.
- Oversaw the development of the overall style guide, ensuring that all designs remained faithful to the intellectual property's style.

### Illustrator (Outsourced by Papercutz)

2024 - Current

- Collaborated with Papercutz to produce high-quality comic covers for Issues of the *Miraculous Chibi* comics.
- Delivered artwork under tight deadlines and followed notes based off editor's feedback.
- Created updated turnarounds, color callouts, expression and pose sheets to assist artists in accurately drawing the characters.
- Reviewed and approved comic panels made by other artists, providing draw-overs and suggestions to ensure the accuracy of the characters' designs.

### ZAG Animation Studios

#### Lead Character Designer

2018 - 2024

- Lead Designer for ZAG's most popular franchise, *Miraculous: Tales of Ladybug and Cat Noir* (Season 4) and mini series *Miraculous Chibi*.
- Created and shaped overall style and brand of the *Miraculous Chibi* franchise, expanding to toys and merchandise.
- Guided animators through draw-overs and notes to accurately translate character designs into animation format.

### Character and Concept Designer

2016 - 2022

- Character/Concept designer for multiple ZAG franchises including *Ladybug and Cat Noir: The Movie*, *Ghost Force*, and upcoming projects *Melody* and *PixiGirl*.
- Worked directly with partnering companies and clients including ON Animation Studios and Gravity Studios.
- Worked and brainstormed head-on with art directors and producers by drawing concept art, turnarounds, and pose/expression sheets.

### Marketing/Product Designer

2016 - 2024

- Created images to use as social media content, as well as assisted in creating style guides and assets for toys and merchandising.
- Presented designs and worked closely with partnering companies and clients including Mattel, Playmates and Burger King.
- Maintained understanding of client's desires through frequent contact and feedback.

### DreamWorks TV

#### Freelance Character Designer

May 2020 - July 2020

- Provided character concepts inspired by the director's descriptions and visions.
- Maintained understanding of director's desires through frequent contact and feedback from initial concept art.
- Attended regular group meetings to address concerns, hash out issues, and brainstorm new ideas.
- Satisfied team consistently with on-time, high-quality design work.

### Class101

#### Freelance Course Instructor

Nov 2020 - Dec 2020

- Broadened student knowledge of character design and style development through in-depth lectures.
- Connected with remote learners through successful use of the Class101 platform and pre-recorded lectures.
- Produced top-quality lecture videos with the use of video editing through Adobe Premiere, and video recording equipment.
- Encouraged students to persevere through difficult course content by providing constructive feedback.