KAROL SOFÍA ROJAS FONSECA

2D Animator | Animation Director | Visual Artist

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PROFESSIONAL SUMMARY

Animation professional with experience directing animated short films and audiovisual projects, with a focus on 2D animation, visual development, art direction, and post-production. Skilled in coordinating creative teams, planning production workflows, supervising animation, and translating narrative concepts into visual experiences. Combines an audiovisual background with extensive dance and body-expression training, bringing a strong understanding of movement, rhythm, timing, and performance to animation. Adaptable, organized, and collaborative, with an interest in exploring different animation techniques and visual languages.

PROFESSIONAL EXPERIENCE

Teaching Assistant – Body Expression for Visual Artists

Universidad Jorge Tadeo Lozano | 2023 – 2025

- Supported visual arts students in body-expression exercises and learning processes.
- Provided personalized guidance and tutoring, helping students strengthen their expressive and artistic skills.
- Organized and led complementary workshops and academic activities.
- Managed social media communications for the Animation Program, creating and publishing content and sharing relevant events, opportunities, and announcements.
- Supported the planning and coordination of academic and cultural events.

SELECTED ANIMATION & AUDIOVISUAL PROJECTS

KinóE — Immersive Audiovisual Dance Performance

Director, Animation Supervisor & Animator

- Conceived and directed an immersive performance combining dance, 2D animation, 3D environments, and interactive projections.
- Led the visual concept, art direction, choreography development, stage layout, and technical planning.
- Created 2D animation and developed procedural shaders and interactive motion-tracking elements using Blender, TouchDesigner, and Kinect v2.
- Coordinated animation assistants and technical collaborators throughout production.

Susurros del mar — 2D Animated Short Film

Director, Animator & Visual Development Artist

- Directed a 2D animated short exploring bullying, restrictive expectations of masculinity, and personal identity.
- Co-developed the narrative with the team and created acting references and shot-planning materials for the film.
- Produced character-animation roughs and completed cleanup and color for water animation.
- Supervised animation progress, provided corrections, and supported the post-production workflow.

Kappa — Stop-Motion Animated Short Film

Director & Stop-Motion Animator

- Directed a 40-second comedic stop-motion short inspired by Japanese folklore.
- Developed the script and character concept, and contributed to puppet, prop, and set construction.
- Animated most of the film, guided assistant animators, and co-directed cinematography and art direction.
- Worked with Dragonframe and After Effects, addressing challenges involving underwater movement, rigging, and set continuity.

SOFA 2025 – Luminaria Studio — 2D Cut-out Animated Short Film

Director, Art Director & Post-production Editor

- Directed a 3-minute, 20-second cut-out animated short created for the SOFA 2025 festival competition.
- Developed the complete storyboard and co-led the visual style and art direction, including environment creation.
- Organized the production schedule, delegated animation sequences, and supervised the work of the animation team.
- Edited and assembled the final film, handling framing, masks, transitions, color adjustments, and credits in After Effects.

ADDITIONAL ARTISTIC EXPERIENCE

Choreographer & Performer – Performing Arts and Acting Projects

- Designed and directed choreography for fashion runway presentations and audiovisual projects.
- Created movement for video productions and performances.
- Worked on-camera and provided physical performance references for creative and animation processes.
- Trained in urban and contemporary dance styles, developing a strong foundation in movement, rhythm, and body expression.

TECHNICAL SKILLS

Animation & Visual Development: 2D frame-by-frame animation, cut-out animation, stop motion, storyboarding, character animation, visual development, illustration, art direction, animation supervision.

Software & Tools: Adobe After Effects, Premiere Pro, Photoshop, Audition, Illustrator, Blender, TouchDesigner, Clip Studio Paint, Procreate, Canva, Dragonframe, Duik Angela, Kinect v2.

Production & Collaboration: Creative direction, production planning, team coordination, task delegation, workflow supervision, audiovisual editing, and post-production.

EDUCATION

Universidad Jorge Tadeo Lozano

Animation Production (Realización en Animación)

January 2022 – 2026

LANGUAGES

- Spanish: Native
- English: B1 – Intermediate