

# Alan Lotaquon

## 2D/3D Creative Generalist

<https://lotaquon.com>

[lotaquon@gmail.com](mailto:lotaquon@gmail.com)

519.577.1446

### skills

#### Core Software

Autodesk Maya  
Cinema 4D  
Blender  
After Effects  
Photoshop  
Illustrator  
Premiere  
Indesign  
Procreate  
Audacity  
Unity

#### Rendering

Arnold  
Mental Ray  
Octane

#### Interpersonal

Creative  
Communicative  
Motivated  
Pro-Active  
Integrity  
Time Management  
Accountability

#### Digital Design

Illustration  
Storyboarding  
Graphic Design  
3D Modeling  
Texturing  
Rigging  
Shading  
Lighting  
Keyframe Animation  
Video Rendering  
Video Editing  
Colour Correction  
Rotoscoping  
Video Tracking  
Image Manipulation

#### Ai Prompt Engineering

Midjourney  
Chat GPT  
Gemini  
Copilot

### Education

SHERIDAN COLLEGE OAKVILLE, ON  
Post Graduate Diploma  
Computer Animation (June 2006)

SHERIDAN COLLEGE OAKVILLE, ON  
Diploma  
Illustration (June 2005)

### Profile

Multifaceted creative and adaptable 2D/3D generalist with close to 20 years of experience. Professional abilities include storyboarding, freehand drawing and conceptualizing, with a keen eye for design and detail. Always a positive attitude with an organized and optimized work flow to tackle tight and evolving deadlines. A constantly evolving creative and tirelessly prolific artist.

### Professional Experience

#### Creative Generalist, Animator

##### Conestoga College, Kitchener, On / Oct 2019 - Present

- Led and collaborated on numerous animation projects across a wide range of initiatives and formats.
- Applied creative problem-solving strategies to sensitive content and complex subject matter.
- Art directed multiple visual styles, ensuring consistency, integrity, and overall production quality.
- Created high-quality 2D and 3D assets while adhering to established style guides and accessibility standards.
- Integrated narrative and pedagogical principles to maximize learning outcomes, distilling complex concepts into clear, effective visual communication.
- Recorded, cleaned, and edited audio, including voiceovers, music, and sound effects.
- Initiated and developed reusable templates for demo reels, storyboards, and lower thirds to streamline workflows for animators and editors.
- Collaborated with graphic designers to create icons, visual systems, illustrations, and animations for web platforms.
- Worked closely with web developers to export and deliver assets in multiple formats (PNG, GIF, Lottie), meeting technical specifications and performance requirements.
- Collaborated with instructional designers, faculty, graphic designers, producers, managers, and directors on course content and funded projects.
- Consulted with marketing teams, course coordinators, and field placement students to develop effective creative strategies and visual solutions.

#### Motion Graphic Animator

##### Memory Tree, Kitchener, On / Apr 2018 - Jun 2019

- Lead animator for various projects for OpenText
- Worked with producers to develop storyboards and animations.
- Timed-out voice overs, sound effects, and selected music to match mood and tempo.
- Created 2D/3D assets while referencing style guides.
- Created motion graphic templates for editors and animators.
- Other tasks include, editing, rotoscoping, tracking and photoshopping.

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## Digital Graphic Designer

CTV Kitchener, Kitchener, On / Sep 2011 - Mar 2018

- Designed 3D/2D assets for info-graphics and explainer videos for on-air and taped portions of television news broadcasts.
- Established and maintained a professional rapport with reporters and directors to ensure accuracy and efficiency.
- Developed graphics and layouts for newsletters, promotions, flyer's, and advertisements that adhered to the Bell Media brands and guidelines.
- Maintained and organized an archive of 2D/3D assets and previous work products.
- Digital Designer on 2 local shows, Province Wide and The Beat.

## 3D Generalist

Imarion, Toronto, On / Jan 2011 - Apr 2011

- Worked on Discovery Channel's "Mighty Ships" and BBC Two's "James May's, Things You Should Know", as well as History Channel's, "Greatest Tank Battles".
- Responsible for entire CG scenes, mainly worked as a modeler, animator, texture and layout artist.
- Created 3D models, referencing blueprints, images
- Assisted in lighting scenes, setting up render layers and render settings to correspond with previsualization.

## Co-Founder, Production Generalist

Naga Productions, Mississauga On / May 2008 - Jan 2011

- Creation of 2D and 3D animations for previsualization, commercial, Marketing, entertainment and promotional Media content for web and television.
- Assisted Producers on live action sets.
- Consultant for special effects and animations.
- Worked with and maintained clients. Coming up with creative solutions and ideas for their promotional videos.
- Scheduled and maintained project deadlines.
- Help create production pipeline for animations, including render farms and asset management systems.
- Other tasks include, editing, rotoscoping, tracking and photoshopping.

## Personal Profile

I believe in living a creative lifestyle and approach everything I do as an art form, with care, intention, and attention to detail. My passion and curiosity have led my creative spirit down many paths, and I'm always excited to learn what personal projects other creatives are bringing to life.

While my professional work is largely digital, my personal explorations are often more tactile—ranging from acrylic and watercolor painting to sculpting and even silkscreening shirts for my kids. I also spend a great deal of time writing and conceptualizing ideas.

I'm happiest when immersed in creative exploration, seeing the world with childlike wonder and curiosity. That mindset is essential to my process and deeply informs the work I create.