FIORELLA DI STANISLAO

3D Animator & Cinematic Artist with 4+ years of experience in game development, combining character animation, cinematic storytelling, and in-engine implementation. Experienced in Unity and Unreal Engine, with a strong understanding of animation pipelines and real-time production.

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SKILLS

- Character animation
- Implementation into Unity
- Animation pipeline for games
- Camera staging
- Cinematic storytelling
- Level Design
- Unity
- Maya
- Adobe (Pr, AE, PS)

EDUCATION

iAnimate - 2026

3D Facial Acting workshop

Animsquad - 2022

3D Character Animator

National University of Lanús - 2022

Bachelor's Degree in Audiovisuals

EXPERIENCE

Lead Cinematic Artist, Búho Animation Studios

2023–2026

- Implemented animations and characters inside Unity for in-game production and live ops.
- Developed isometric cinematics in Unity for Lily's Garden using customized tools built by Tactile Games, combining character performance, camera work, and storytelling.
- Coordinated the animation and cinematics team to meet delivery deadlines while providing feedback and maintaining quality.
- Collaborated with the Directors and Writers to define scene requirements, animation needs, and production schedules.
- Proactively identified issues with the pipeline, assets and tools, and collaborated with programmers to optimize the workflow and resolve production challenges.

Lead Cinematic Artist, Búho Animation Studios

2022–2023

- Developed cinematics in isometric view for Penny & Flo inside Unity working with character animation, cameras, dialogue, and emotional performances.
- Collaborated with 3D animators, writers and directors to bring stories back to life.
- Provided feedback to cinematics to ensure consistency in the scenes, and to 3D animators identifying possible issues inside Unity.
- Mentored a team to become a Cinematic Artist and learn how to build scenes (taking in consideration the dialogues, cameras and characters emotions) and how to implement animations for the game.

3D Animator, Búho Animation Studios

2021–2022

- Worked as an animator for Penny & Flo and Lily's Garden developing animations for in-game production.
- Created animations for Instagram digital avatar influencer Noonoouri.
- Developed animations inside Unreal for the TV series Dinopops.