



Raphael Maltais

Character animator with over a decade of industry experience. I have worked as animation supervisor, team leader, senior animator and retake artist. In addition to my contribution to 2D animation, I completed a college degree in multimedia, practiced graphic design and received training in 3D animation. I also have experience of retail sales and store management.

Contact



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Key Skills

- * Drawing and illustration
- * Perspective drawing
- * Traditional animation
- * Digital animation
- * Animation software proficiency
- * Time management
- * Communication
- * Leadership and collaboration

Education

Bachelor in art and science of animation

Laval University
(Québec, Canada) 2014

Traditional animation masterclass

Don Bluth Animation
(Arizona, USA) 2016

College degree in multimedia

CEGEP de Jonquière
(Québec, Canada) 2009

Highschool degree in visual arts

Polyvalente Arvida
(Québec, Canada) 2006

Professional experience

2014-2025 **2D Animator** | Various Companies (see pages 2 and 3)
British Columbia, Canada

- Created high-quality 2D animation sequences by creating storytelling poses inspired by storyboards.
- Animated scenes from rough to clean.
- Applied animation principles and keep characters on model.
- Met goals and deadlines.

2022-2023 **Animation Supervisor** | Wildbrain Studios
British Columbia, Canada

- Provided guidance, direction, and support to animators.
- Hosted training sessions
- Created sketches and templates for artists
- Collaborated with other departments and other supervisors to integrate animation with other aspects of the project.
- Troubleshoot technical issues
- Reviewed and approved animation.
- Met goals and deadlines.

2021 **Lead Animator** | Wildbrain Studios
British Columbia, Canada

- Animated high difficulty scenes.
- Hosted training sessions
- Created sketches and templates for artists
- Assisted animation supervisors on their duties.
- Troubleshoot technical issues

2012-2014 **Teaching assistant in 2D animation**
Laval University (Québec, Canada)

- Taught Toon Boom Harmony to students.

2007-2014 **Store Manager**

- Bentley Leathers (Québec, Canada)
- Managed two stores in Québec City
 - Previously sales assistance in Saguenay, Québec

Animation projects

- 2025** **Corpus Core (Titmouse)**
Animated short film
Character animation
- 2025** **Kevin (Amazon Prime / Titmouse)**
TV series, season 1
Character animation
- 2024-** **Haunted Hotel (Netflix / Titmouse)**
2025 TV series, seasons 1
Character animation
- 2019-** **Star Trek : Lower Decks (Paramount / Titmouse)**
2024 TV series, seasons 1,3 and 5
Character animation (season 1,3 and 5)
Retake artist (season 1)
- 2022-** **Brave Bunnies (Glowberry / Wildbrain)**
2023 TV series, season 2
Animation supervisor
- 2021-** **Proud Family : Louder and Prouder (Disney / Wildbrain)**
2022 TV series, seasons 1 and 2
Animation supervisor
Team leader in character animation
Character animation
- 2020** **Johnny Test : Season 7 (Netflix / Wildbrain)**
TV Series, season 7
Character animation
- 2019** **Dorg Van Dango (Cartoon Saloon / Wildbrain)**
TV series, season 1
character animation
- 2018-** **My Little Pony (Hasbro / Wildbrain)**
2019 TV series, season 9
Key Layout artist
- 2018** **Polly Pocket (Mattel / Wildbrain)**
and TV series, seasons 1 and 3
2020 Key artist in layout (season 1)
Key artist in retakes (season 3)

Animation projects

- 2016-** **My Little Pony The Movie (Hasbro / Wildbrain)**
2017 Feature film
Additional animation
- 2016-** **Cloudy With A Chance Of MeatBalls (Sony Animation / Wildbrain)**
2017 TV series, seasons 1 and 2
Character animation
- 2016** **Teen Titans GO! (Warner Brothers / Bardel Entertainment)**
TV series, season 3
Character animation
- 2015-** **DC SuperHero Girls (Warner Brothers / Bardel Entertainment)**
2016 TV movie
Character animation
Retakes
Additional animation
- 2014-** **Jake and the Never Land Pirates (Disney / Bardel Entertainment)**
2015 Character animation