



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- Present **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	Unreleased Production (Icon) Multimedia Project Senior Animator and Build Artist
2025	Corpus Core (Titmouse) Animated short film Character animation
2025	Kevin (Amazon Prime / Titmouse) TV series, season 1 Character animation
2024- 2025	Haunted Hotel (Netflix / Titmouse) TV series, seasons 1 Character animation
2019- 2024	Star Trek : Lower Decks (Paramount / Titmouse) TV series, seasons 1,3 and 5 Character animation (season 1,3 and 5) Retake artist (season 1)
2022- 2023	Brave Bunnies (Glowberry / Wildbrain) TV series, season 2 Animation supervisor
2021- 2022	Proud Family : Louder and Prouder (Disney / Wildbrain) 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- 2019	My Little Pony (Hasbro / Wildbrain) TV series, season 9 Key Layout artist

Animation projects

2018 and 2020	Polly Pocket (Mattel / Wildbrain) TV series, seasons 1 and 3 Key artist in layout (season 1) Key artist in retakes (season 3)
2016- 2017	My Little Pony The Movie (Hasbro / Wildbrain) Feature film Additional animation
2016- 2017	Cloudy With A Chance Of MeatBalls (Sony Animation / Wildbrain) TV series, seasons 1 and 2 Character animation
2016	Teen Titans GO! (Warner Brothers / Bardel Entertainment) TV series, season 3 Character animation
2015- 2016	DC SuperHero Girls (Warner Brothers / Bardel Entertainment) TV movie Character animation Retakes Additional animation
2014- 2015	Jake and the Never Land Pirates (Disney / Bardel Entertainment) Character animation