

David (Dave) Alvarez

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## Professional Summary

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Passionate and versatile animation artist with extensive experience in character design, storyboarding, and visual development for major studios including Disney, Warner Bros., and Nickelodeon. Skilled at creating engaging visuals across animation, comics, and games. Committed to leaving a legacy in the animation industry through innovative storytelling and artistic excellence. Expert in visual storytelling, character-driven narratives, and dynamic compositions. Adept at transforming scripts into engaging storyboards that captivate audiences. Committed to delivering exceptional work while meeting tight deadlines in fast-paced environments.

## Professional Experience

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### Disney Television Animation

August 2022 - September 2023

- Storyboard Artist at The Proud Family: Louder and Prouder

### Warner Bros Animation

January 2021 - February 2023

- Character Designer for Tom and Jerry Time

### Warner Bros Animation

June 2023 - August 2023

- Character Designer for Bedrock

### Warner Bros Animation

May 2022 - January 2023

- Character Designer for Bye Bye Bunny

### Nickelodeon Animation

August 2021 - January 2022

- Storyboard “plussing” Artist (Kamp Koral)

### Renegade Animation

October 2019 - January 2021

- Storyboard Artist at Tom and Jerry (several projects)

- Amazon Prime** February 2021 - June 2021
- Character Designer for “Laser Baby’s Day Out”
- Amazon Prime** February 2021 - June 2021
- Storyboard Artist for “Laser Baby’s Day Out”
- Netflix Animation** November 2020 - December 2020
- Character Designer (Cat Burglar)
- Warner Animation Group** August 2020 - September 2020
- Character Designer at Space Jam 2
- Warner Bros Animation** June 2018 - December 2020
- Storyboard Artist at Scooby Doo and Guess Who
- Warner Bros Animation** August 2019 - January 2020
- Character Designer at Looney Tunes Shorts
- Warner Bros Animation** March 2017 - August 2019
- Storyboard Artist at Dorothy and the Wizard of Oz
- Nickelodeon Animation** May 2017 / April 2019
- Character Designer at SpongeBob Squarepants
- Warner Bros Animation** April 2016 - January 2017
- Layout Artist for Tom and Jerry: Willy Wonka
- Warner Bros Animation** April 2011 - June 2016
- Character Designer at Looney Tunes Show

## Comics, Games and Illustration Experience

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**Disney Creative Group** January 2024 - Present

- Character Artist for Walt Disney Parks

**Ravensburger North America** January 2023 - Present

- Artist and red liner for Disney's Lorcana

**Studio MDHR** April 2024 - June 2024

- Character Concept Artist for undisclosed project

**Renegade Animation** February 2023 - August 2023

- Illustrator for printed projects. Looney Tunes

**IDW Studios** February 2015 - August 2020

- Artist for the Disney Comics and Teenage Mutant Ninja Turtles

**DC Comics** July 1998 - Present

- Artist for the Looney Tunes Comics

## Skills

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- Storyboarding: Proficient in visualizing and planning narrative sequences to ensure seamless storytelling.
- Character Design and Creation: Skilled in developing original, engaging characters with attention to detail and creativity.
- Maintaining Character Consistency: Expertise in keeping characters on-model and accurately drawn across all stages of production.
- Time Management: Capable of thriving under pressure and meeting tight

deadlines with efficiency and quality.

- Initiative and Problem-Solving: Proven ability to take proactive steps and deliver results in high-stress, time-sensitive environments.
- Proficient in Toon Boom Storyboard Pro, Adobe Photoshop, and other industry-standard tools.

## **Education and Certifications**

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Relevant education or certifications (if applicable)

## **Language**

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Bilingual:

- English (Full professional proficiency)
- Spanish (Full professional proficiency)

## **Guilds and Affiliations**

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- Animation Guild, IATSE Local 839
- National Cartoonist Society