

Mary Nicole Tacuyan

User Experience Designer • Animator

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Experience

User Experience Designer

Humber Polytechnic • Toronto, ON • May 2025 - Present

- Contributed in research and proposed improvements to the onboard and wayfinding, enhancing access to the **Student Wellness and Accessibility Centre**, collaborating with Humber Health Services Counseling Team
- Directed market research and crafted a high fidelity prototype using **Figma**, to improve communication for aging adults, in collaboration with the **Centre for Innovation in Health and Wellness**
- Designed an AR game concept, **Once Upon a Tiangge**, for young adults, integrating Filipino mythology to promote cultural awareness and heritage preservation
- Participated in service design and market research, contributing to design solutions for Queen Mother Cafe and Meeple Mart, with additional refinement presentations for TTC and Netflix

Freelance Illustrator

Self-Employed • Toronto, ON • Jan 2021 - Present

- Orchestrated a personal business for illustration and writing for clients abroad
- Transformed character designs and story panels using **Procreate** and **Photoshop**, combined with written components for additional storytelling
- Consolidated commission artwork applying shape and colour design, key pose animation principles, and visual effects knowledge on dramatic lighting

Character Animator

Mainframe Studios • Vancouver, BC • Sept 2022 - June 2023

- Polished animated scenes to fit the studio style using **Autodesk Maya**, implementing multiple characters for the Netflix series, **Unicorn Academy**
- Executed animation through compelling sense of movement, timing, facial expressions and body mechanics with human and quadruped characters
- Bolstered the studio library resources by forecasting animated content to assist and collaborate with colleagues for enhanced task efficiency
- Engaged in episode meetings consistently, gathering and implementing Director notes to deliver exceptional animation shots

3D Animator

Tangent Animation • Toronto, ON • Sept 2019 - Aug 2021

- Constructed video references for unique acting performance and animated scenes for Netflix television series, **Maya and the Three**
- Utilized **Blender** to compose several scenes including heavy montage sequences, contributing to production of high-quality films
- Demonstrated solid understanding of character posing, movement and flow with lip-sync, seamlessly bringing characters to life
- Prioritized crucial shots and revised required changes based on Animation Supervisor and Director notes, meeting weekly quotas and schedules in production

2D Mid-Animator

Pipeline Studios Inc. • Hamilton, ON • Nov 2017 - Sept 2018

- Delivered believable 2D character performance on 3D background assets for the hybrid television series, **Sunny Day**
- Coordinated with 2D Artists creating animation using **Toon Boom Harmony** and planned character shots via comprehension of context, structure, blocking, and acting, enhancing visual story and delivering animation in quota

2D Junior Animator

Industrial Brothers • Toronto, ON • May 2016 - May 2017

- Operated **CelAction 2D** for character animation, storytelling and design for the television series, **Dot**
- Achieved production goals and quotas through consistent animation work, and expanded knowledge of workflow processes in collaboration with peers

Expertise

Design Research • User Interface • Prototyping • Animation • User Engagement • Storytelling • Storyboard • Creative Writing • Concept Design • Video Editing

Skills

Adaptability • Collaboration • Communication • Creativity • Leadership • Critical Thinking • Professionalism

Software

Figma • Canva • Photoshop • Procreate • Blender • Premiere Pro • Autodesk Maya

Education

User Experience Design

Humber Polytechnic • 2025 - Present

Storyboard and Advanced Acting

Animation Mentor • 2022

Bachelor of Applied Arts in Animation and Computer Animation Certificate

Sheridan College