

Mary Nicole Tacuyan

User Experience Designer • Animator

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Experience

User Experience Designer

Humber Polytechnic • Toronto, ON • May 2025 - Present

- Contributed in design research, observational studies, and prototyped solutions for achievable implementations to the onboard and wayfinding for the **Student Wellness and Accessibility Centre's Mental Health Services**, in consultation with Humber's Health Services Counselling team
- Directed market research and crafted a high fidelity prototype using **Figma** for the **Adaptable Voice Assistant app (AVA)**, to improve communication, inclusion, and device connection for aging adults, in coordination with the **Centre for Innovation in Health and Wellness**
- Designed an augmented reality game concept, **Once Upon a Tiangge**, for young adults, integrating Filipino mythology to promote cultural awareness and heritage preservation, and mapped out the layout design and game concepts, delivering digital illustrations using **Procreate** for an impactful project
- Conducted field studies, market research, and service design to tailor solutions to enhance accessibility and navigation of **Queen Mother Cafe**, outlining step-by-step diagrams to visualize the user flow
- Performed user interviews, usability tests, and observational research in a team, to produce wireframes for the high fidelity solutions, restructuring the UI architecture of the **Meeple Mart** website, and made additional refinement presentations for **TTC** and **Netflix** using **Canva**

Freelance Illustrator

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

- Orchestrated high-quality digital illustrations and writing for clients
- 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
- Integrated animation into digital media, 'GIFs' supporting visual communication and reinforcing artistic storytelling

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
- Expanded and maintained the animation asset library by preparing new content, following file-preparation conventions, and communicating updates to team members, improving task efficiency to meet production deadlines
- Engaged in episode meetings consistently, collaborating with Art Leads 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, providing clear communication with the team, meeting weekly quotas and schedules in production

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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

Animator Artist

Smiley Guy Studios • Toronto, ON • May 2014 - Sept 2015

- Crafted expressive facial design and gestures using **Adobe Flash CS6**, enriching emotional depth and visual communication for children's TV series, **Chirp**
- Developed art assets and props to be used in character animation sequences, ensuring polished performances using digital puppet controls

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
