

MO EL DALI

2D & 3D Animator

/MoEldali.com

/ Mo.Eldali@outlook.com

Animator with 4+ years of studio experience, specializing in character animation and visual storytelling. Worked using both stylized and realistic animation styles. Proficient in Toon Boom Harmony and Maya, with experience in both TV and video game animation.

Having contributed to a wide range of projects across multiple studios, I am adaptable, versatile, and comfortable taking on new responsibilities in fast-paced environments.

EXPERIENCE

Jam Filled Entertainment – 2D Animator

Sept 2024 – March 2025 & Aug 2022 – Sept 2023

- *The Loud House / Praise Petey / Exploding Kittens / Vida The Vet*
- Animated a wide variety of scenes from fast paced action sequences to slower more emotional shots
- Presented progress with current scenes and revisions during weekly meetings
- Efficiently managed my projects and scenes with *Excel* and coordinated with teams to meet deadlines

Babaroga Games – 3D Animator

June 2024 – Sept 2024

- *Unreleased Project /*
- Implemented animations into several game engines for testing and review
- Created and animated environmental storytelling animations across multiple levels of games
- Created game engine particle effects for animations

Mercury Filmworks – 2D Animator

Dec 2020 – Aug 2022

- *The ghost of Molly Mcgee /*
- Animated assigned scenes, complying to show design requirements
- Awarded the Mercury Award of Excellence for dedication, and initiative, while working as a co-op student
- Animated complex scenes by modifying animation assets in Harmony

Porlamar Interiors – Design Assistant

April 2025 – PRESENT

- Animated digital walk throughs and renders for client viewing
- Use of Adobe Suite to organize and edit project images and plans for proposals and publication
- Designed renovation layouts and wall elevations utilizing Chief Architect

EDUCATION

Algonquin College – 2D & 3D Animation – Advanced Diploma

Sept 2018 – August 2021 / 3 yrs

Sheridan College – Art Fundamentals – College Certificate

Sept 2016 – August 2017 / 1 yr