

CHIARA MALLUS

2D Animator - Character Designer

Graduated in Media Design with specialization in Animation at NABA in Milan. During my university years and the Master I attended, I developed skills in Digital Illustration and Concept Art. I learned to work in a team, managing the various tasks in a functional way. I gained experience in the making of animated films in various techniques and in the various programs useful for production and post-production.



WORK EXPERIENCE

2D Animator

Studio Campedelli srl, Milan

January 2025 - *on going*

Freelance

Library Services Assistant - Municipal Library

Paullo (MI)

May 2024 - January 2025

Universal Civil Service program

Ice cream counter operator

Gelateria Fiordimirto, Settala (MI)

March 2023 - October 2025



EDUCATION

Genius Academy, Roma

September 2022 - July 2023

Master Liv. 1 - 2 di Digital Painting and Concept Art

NABA - Nuova Accademia di Belle Arti, Milano

2019 - February 2023

Bachelor's Degree Media Design - Animation

Liceo Artistico Bruno Munari, Crema

2014 - 2019

Audiovisual and Multimedial Arts



DIGITAL SKILLS

- **Adobe** (Photoshop, Illustrator, InDesign, After Effects, Premiere Pro)
- **Toon Boom Harmony**
- **Toon Boom Storyboard Pro**



TECHINICAL SKILLS

- Character Design
- BG and Props
- Digital Illustration
- Animation (2D, Cut Out, Stopmotion)



CONTACTS

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WEBSITE

<https://chiaramallus.wixsite.com/portfolio/>

BIRTH DATE

6/11/2000

ADDRESS

Italy , Milan
Paullo, 20067

DRIVING LICENSE

AM, B

LANGUAGES

- Italian (Mother tongue)
- English

INTERESTS

- Digital Illustration
- Animation
- Children Illustration
- Books
- Cinema

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