FERNANDO FINAMORE

Character Animation, Game Cinematics & Animation Direction — 15+ Years in TV, Film & Games

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Cartoon Network • Nickelodeon • Indie Games

OVERVIEW

15+ years bringing characters to life across long-running broadcast television studios and agile independent game teams. My work sits at the intersection of character creation, visual development, and performance-driven animation — discovering what makes a character tick from its earliest design stages and translating that personality into strong poses and expressive movement.

CORE CRAFT

- → **Character Animation**
- → **Game Cinematics**
- → **Animation Direction**
- → **Visual Development & Posing**
- → **Production Pipelines & Methods**

SHIPPED INDIE CREDITS

> **5 shipped titles** accumulating over **6,000+ player reviews** on Steam.

Alien Hominid Invasion
All in-game cinematic sequences (The Behemoth).

Die in the Dungeon
In-game cinematics, including intro and ending sequences for each character (150,000+ copies sold on Steam).

Little Nemo and the Guardians of Slumberland
Intro animation for the classic-inspired Metroidvania.

Glitchy Dungeon
Character animation & expressive combat motion.

Vividlope • ILA: A Frosty Glide
Character performance across distinct indie art styles.

WORKING PHILOSOPHY

I bridge artistic sensitivity with hands-on production — shaping a character from early sketches, defining how it moves and expresses itself, and collaborating closely with devs and artists to make ideas work in-game.

STUDIO & PRODUCTION TRACK RECORD

GAME ANIMATOR • 2.5 YEARS

The Behemoth

Worked on **Alien Hominid Invasion**, the sequel to one of the games that originally inspired my career in animation.

- Had the privilege of creating **all of the game's cinematic sequences** — a meaningful milestone for a studio renowned for its signature hand-crafted look that had never outsourced any character art or animation before.

ANIMATION DIRECTOR • 10 YEARS

Studio Birdo

Spent a decade directing animated series for Cartoon Network and Nickelodeon Latin America, guiding creative teams from initial concepts to broadcast delivery.

- Contributed to the development of the official mascot for the **Rio 2016 Olympic Games (Vinicius)**, crafting main character designs, expressions, and dynamic poses that defined its visual identity.
- The character was featured on the title screen of **Mario & Sonic at the Rio 2016 Olympic Games** alongside the most beloved video game characters ever, appearing on loading screens, banners, in-game environments, and even as an unlockable Mii costume.
- Led visual storytelling, character development, and animation direction across multiple broadcast productions.

ANIMATOR • 2 YEARS

Moonwell Games

Collaborated with a small independent Armenian studio on their upcoming debut title, **Last Ditch Effort**, extending beyond character animation to help shape how the game was built.

- Built out the game's core character animation library and devised practical production methods to make environment/background asset creation viable for the team.
- Helped structure production workflows and organize the studio's overall animation pipeline.

WHY TEAMS BRING ME IN

Comfortable adapting to unfamiliar art styles and tight indie pipelines, I thrive on creative problem-solving that helps a project lock in its visual identity — valuing both the craft of a memorable performance and the teamwork required to ship it.