

LUCAS CUFRE

Character Artist

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New York, NY

EXPERIENCE

“Slide” — Plymptoons — Compositor

June 2023 - December 2023

- Composited shots for a nationally-released feature-length animated film
- Added color, lighting adjustments, and reframed shots to execute on the director’s vision
- Collaborated closely with the producer and compositing team to ensure alignment with project timelines and creative direction

Animation Student Group — President

December 2021 - May 2024

- Led the promotion and development of the animation community at Parsons, fostering collaboration and creative growth among students
- Developed and managed the club’s annual budget, securing additional funding through detailed budget proposals and aligning financial resources with club ambitions
- Created and delivered weekly presentations on various aspects of animation, covering techniques, industry, and career opportunities
- Organized studio visits and lectures with prominent industry leaders, including representatives from *Titmouse*, *Golden Wolf*, and *BUCK*, providing students with real-world insights and networking opportunities

Personal Project — Producer, Director, and Artist

August 2023 - May 2024

- Produced and directed a fully realized animated film as part of my senior thesis project, overseeing all aspects of production
- Developed a detailed shot list and production schedule using Google Sheets to track progress
- Managed the entire creative process, including writing, storyboarding, character design, background design, and animation
- Designed and created assets using Procreate and Photoshop
- Organized production assets in Google Drive and After Effects
- Composited final visual and audio in After Effects and Premiere Pro

Parsons Animation Festival — Producer

December 2023 - May 2024

- Played a key role in producing and launching Parsons’ inaugural Animation Festival, driving its success from concept to execution
- Led the programming and curation of festival content, selecting and organizing shorts to ensure a diverse and engaging lineup
- Managed the event’s timeline, overseeing the submission process, categorization of films, screening schedules, and award distribution
- Coordinated a cross-functional team of student workers, faculty, and staff to ensure seamless collaboration and efficient event production

EDUCATION

Parsons School of Design
The New School
BFA Illustration
August 2020 - May 2024

SKILLS

Hard skills

Adobe Suite

Photoshop, After Effects,
Premiere Pro, Acrobat, Illustrator,
InDesign

Autodesk Suite

Maya, Arnold, Mudbox, Shotgrid

Google Suite

Docs, Sheets, Forms, Drive

Microsoft Office Suite

Word, Excel

Airtable

Filemaker Pro

Procreate

Languages

English — fluent

Spanish — fluent

French — conversational

Japanese — conversational

Soft skills

Leadership and team skills

Visual design skills

Event organization

Community-building skills

Project management

Administrative skills

Research skills

Treasury and financial skills

Verbal and written communication

Written and editorial skills

Video production

Positive attitude and passion

Critical thinking