

Haidyn Mallare

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Professional Summary

Objective: To obtain a position utilizing my skills and education, while gaining valuable experience in a field of work

Authorized to work in the US for any employer

Willing to relocate: Anywhere

Work Experience

Disney College Program

The Walt Disney Company-Winter Garden, FL

June 2025 to Present

I work at the Art of Animation Resort. I am responsible for creating magical moments with guests, and providing quality service.

2D Animator

DOCS Animation-Phoenix, AZ

July 2024 to Present

I create rough character animation for this company. I was recommended this position by the head of RJ Animation.

Quality Assurance Tester

Giggle Block Studios-Remote

July 2023 to July 2025

Giggle Block Studios is partnered with the Minecraft marketplace. I am responsible for logging animation, texture, and gameplay errors for their projects.

Graphic Designer

PEOPLES MORTGAGE COMPANY-Phoenix, AZ

March 2024 to June 2024

I worked here while the original designer was on maternity leave. I created animated videos, for the marketing branch. I also designed fliers and made vectors, using Adobe software.

Part Time

Cafe Zupas-Phoenix, AZ

May 2021 to August 2021

I took this job to earn a little extra money before college. It gave me a lot of experience interacting with people.

Extracurricular Activities

Future Business Leaders of America (FBLA)-Phoenix, AZ
August 2018 to August 2019

Future Business Leaders of America (FBLA) - My team and I competed in a graphic design competition to discuss the importance of soft skills. Our job was to animate a PSA, record our audio, and present the final product to the judges. We won first place in both the regional competition and state competition. We even went to the national competition.

Education

Animation (Bachelor's degree)

Arizona State University-Tempe-Phoenix, AZ
August 2021 to May 2025

I'm currently looking for a full-time job after graduation, this May.

Skills

- Adobe Premiere
- 3D modeling
- animation software (6 years)
- Digital art
- Adobe After Effects
- Commitment to quality (4 years)
- Graphic design - Graphic design experience (6-10 years)
- Photoshop (6 years)
- ToonBoom
- Innovation (6 years)
- Vector graphics (6 years)
- Customer service (6 years)
- Motion graphics
- Computer graphics (6 years)
- Adobe Illustrator
- ToonBoom Harmony
- Adobe InDesign (2 years)
- Photo editing (6 years)
- Blender
- sculpting
- Efficiency (4 years)
- website design (2 years)
- Adobe Creative Suite
- Adobe Photoshop
- Video communication (2 years)

- Animation - Animation experience (3-5 years)
- Video editing
- Character animation
- 2D animation
- Digital design
- Social media content (2 years)
- Illustration
- 3D animation
- Maya
- ZBrush

Links

<https://haidynmallare.wixsite.com/doozie>

Awards

FBLA Regional & State Championship

July 2019

My team and I competed in a graphic design competition to discuss the importance of soft skills. Our job was to animate a PSA, record our audio, and present the final product to the judges. We won first place in both the regional competition and state competition. We even went to the national competition.

Certifications and Licenses

Driver's License

Publications

Website Portfolio

<https://haidynmallare.wixsite.com/doozie>

May 2022

I created a website showcasing my 2D and 3D art/animation.

Additional Information

Animation:

Proficient in 2D animation and 3D modeling/animation. Activities include: animating in ToonBoom and After Effects, as well as 3D modeling/animating with Maya and ZBrush.

Graphic Design:

Proficient in design and video editing. Activities include: Adobe Illustrator and Adobe Photoshop, as well as video/audio editing with Premiere Pro and Powtoons

Business:

Proficient in presentation and advertisement.

Cumulative GPA: 3.79