



MARIA ANCHERANI

character designer - visual development artist

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portfolio: <https://mariaancherani.portfolio.site>

WORK EXPERIENCE

July 2025 - Present

2D Artist at Panebarco Studio (concept art, storyboarding, background painting and texture painting for both 2D and 3D animation)

January 2025 - April 2025

Freelance Key Scene Artist and Character designer for Stunt Puppet Pictures (final sketches of key scenes and character designs for an unannounced film project)

August - November 2024

Freelance Character Designer for Dreamworks TV (designing the main characters for an unannounced TV project)

June - October 2024

Freelance Character Designer for Stunt Puppet Pictures (designing the main characters for an unannounced film project)

November 2022 - Present

Freelance Illustrator and Comic Artist (short comic and prints, tabling at Thought Bubble 2024)

SKILLS

technical

- character design
- visual development
- environment and prop design
- storyboarding
- colour scripting
- illustration (traditional and digital)
- comics
- **Procreate**
- **Adobe Photoshop, InDesign, After Effects and Substance Painter**
- **Blender**

personal

- fast learner
- communication skills
- problem solving
- positive and positive attitude
- organizational skills

REFERENCES

References available on request

EDUCATION

May - September 2025

Digital designer & Animator Course

Advanced training course organised by Irecoop Emilia Romagna and Start Cinema

2021-2024

Leeds Arts University

First Class Honours BA in Comic and Concept Art

