



1. If anything was possible, what would your dream job be, and why?

I would like to be an art professor at a university while working as a successful animator because art and storytelling have always been my passion, and making art is all I've ever known since I was a little. I was that kid who couldn't stop watching cartoons and doodling during classes and art was something that became a comfort to me when I had a hard time fitting in, and I can't imagine a life where I'm not creating something. The reason why I also want to teach is because I want to be able to teach young artists who, like me, struggle with figuring out their style and how to be better. I know what it's like to really love something and feel like you're not good enough for it, and I want to help people who go through that too. It's obvious at this point that passion is a lifeline to me and it gives a lot of meaning to everything that I do, that's why I aspire to make and teach art someday and I would be happy to do that for the rest of my life.

2. Have you ever experienced a stressful situation in your past workplace (college if fresh graduate), what was it and how did you overcome it?

I did, and it was quite frequent. I basically bit more than I could chew, and I took on a heavy number of episodes to storyboard in a week and it was too much for my body to handle. I had 90 panels to draw, and they all required a lot of action and difficult poses. By the end of it, I was completely burned out and sick, to the point where my hand was cramping up and my immune system was running low. Although I turned them in on time, it was at the expense of my health. Ever since then, I've promised myself to keep a steady pace and not compromise my health for work because it wasn't the studio and the work itself that were pushing me, the only person being hard on me was me. So, I learned my lesson the hard way, and I learned to be a lot kinder to myself.



3. In your previous position, what task did you find most challenging and why? What task did you enjoy most and why?

I had a hard time with anatomy, as it is difficult to learn and understand the human figure. Artists take years to perfect that and since I had to draw a lot of people in a scene, I was struggling to keep the proportions from looking contorted while making sure that I didn't miss any of my deadlines. One thing about storyboarding is that it's your responsibility to lay out the scene for the main artist, so you're essentially the backbone of the work. A lot of things like composition and how a character fits in a scene are all on you and I couldn't afford to mess up and redo scenes because I had set strict deadlines for myself. Despite all that work, however, I did enjoy drawing faces and expressions because I just love adding depth to the characters, and I think drawing faces has always been my specialty.

4. How would your past colleagues or managers describe your work ethic?

They would say that I should learn to slow down and relax. Almost everyone I know says that, and I know how high-strung I can be. My supervisor had no problems with me because I always made sure I communicated with my coworkers; I would update them on the page I was currently doing, and I would go out of my way to chat with them to make sure that everyone agreed on the same setting and blockings for the scene. I also always passed my work on time. In college, I was part of a lot of organizations, and I was really focused on my grades, I was told by my counselor that I should take days off as well instead of constantly keeping myself busy. In a nutshell, the people I've worked with praise my competence and attitude toward work, but they also think I should tone it down a notch because I tend to hyperfocus.



5. What personal or professional accomplishments are you most proud of?

The first few that came to mind were the release of our comic on Webtoon during our thesis exhibit, and what followed that was winning Best in Thesis and Professional Demeanor during the thesis awards night. I'm very proud of these achievements because my partner and I really struggled to keep up with our classmates who had bigger groups and flashier productions, meanwhile we were only a small team of two who were working on a comic, so winning felt like being the underdogs of a story. I'm still very proud of the Professional Demeanor award because it wasn't something I was expecting to win. I always viewed myself as awkward when speaking in front of a crowd and I used to think that I had no talent in public speaking whatsoever, but for some odd reason, my teachers thought I did amazingly during our oral defense. Never in a million years did I ever think that I could be eloquent, charismatic and professional and yet here I am. That was one of the best nights of my life.