

Genna Banzuela

Story Artist, Story Revisionist / gennabanzuela@weebly.com / gbanzuel@gmail.com

WORK EXPERIENCE

Netflix Animation (November 2021–Ongoing)

Story Trainee and Story Revisionist. Selected from a pool of over 2200 applicants to be a Story Trainee on **Unannounced Roald Dahl project** at Netflix, where I learned the story pipeline, received mentorship, and completed production work. Graduated to **Story Revisionist** after four months, where I then continued production revisionist work and communicated with directors to meet the needs of Story.

Sweet Resistance (2018)

Story and comic illustrator. Collaborated with Elizabeth Brei on her original magical girl story, Sweet Resistance, and provided full art, adapting the script to comic format and collaborating with Brei to realize this piece of the world and visualize Mona's power.

HEVGA Graphic Designer/Illustrator (2017)

Illustrator and graphic designer. Worked with the Higher Education Video Game Alliance to create promotional material for the (Un)Education Party Summit for the Game Developers conference that encapsulated HEVGA's offbeat approach to the gathering.

Global Game Jam (2016)

Illustrator and designer. Collaborated closely with event organizers to create a poster for the event that embodied the University of Santa Cruz and the spirit of game making and served as the visual touchstone for the event as a whole.

EDUCATION

Women in Animation Mentorship Circles

SEPTEMBER 2021 - DECEMBER 2021

Concept Design Academy, Pasadena

FEBRUARY 2019 - AUGUST 2021

University of California Santa Cruz, Santa Cruz — *Bachelor of Arts*

SEPTEMBER 2012 - JUNE 2016