

Elvis Wairia Kagwe

Animator/Illustrator

Nairobi, Kenya

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[be.net/elviswairia](https://www.behance.net/elviswairia)

My name is Elvis Wairia, I'm a freelance 2D animator, Toonboom build artist and Character designer from Nairobi, Kenya.

WORK EXPERIENCE

Freelance

2D Generalist

I was a 2D generalist (2D animation, 2D Rigging, FX animator) on an indie project called Kenny Skinny for an individual client.

September 2024 - November 2024 | Los Angeles, California, United States

Treehouse Republic

2D Build Artist

I was a Toonboom rigger on the Tuttle Twins Season 3. I helped rig characters and props for the show.

January 2024 - August 2024 | Dublin, Ireland

Gigglebug Entertainment

2D Build Artist

2D rigger/build artist on "Super Duper Bunny League" for Nickelodeon

September 2023 - November 2023 | Finland

Gigglebug Entertainment

2D Animator On 'Super Duper Bunny League' for Nickelodeon

I was a 2D Harmony Animator on Nickelodeon's Super Duper Bunny League

June 2023 - August 2023 | Helsinki, Finland

Mind's Eye Creative

2D Animator

2D Harmony animator on 'Twende' for Showmax

July 2022 - June 2023 | South Africa

JR Animation Studio

2D Animator

2D traditional paperless animator on 'BoyBoi', a Kenyan animated series.

February 2022 - April 2022 | Nairobi, Kenya

Mighty Animation

2D Build Artist

October 2020/January 2021- 2D RIGGER ON AN UNANNOUNCED PROJECT

February 2021/ Present- 2D RIGGER ON 'MOONGIRL AND DEVIL DINOSAUR'

October 2020 - February 2022 | Mexico

Basement Animation

2D Cut out animator

2D HARMONY ANIMATOR (CONTRACT) on 'Corruption Wahala' for United Nations

June 2020 - July 2020 | Lagos, Nigeria

Inspidea

Animator

I was a 2D Harmony animator on a show called Rainbow Butterfly Unicorn Kitty

July 2018 - October 2018 | Malaysia

EDUCATION

Asia Pacific University

Bachelor degree in Animation

I graduated with BA honors in Animation from Asia Pacific University, Malaysia

September 2016 - September 2019 | Malaysia

LANGUAGES

English (Fluent)

Swahili (Native)

SKILLS

2D Animation, Character Design, Rigging