

# BASHIR BELLO SULEIMAN

Animation has always fascinated me ever since I was little. I remember watching Top Cat on Cartoon Network one day, and I wondered how cats could talk? Found out they couldn't. They were animated. Later on, my sister introduced me to the world of Japanese animation and that was when I knew I wanted to become an animator. I always wanted to know how to give life to characters.

While growing up, i was also fortunate to have access to video games which further immersed me into the creative world. I would get lost in them for hours from the stories, the characters but especially the details that made each person unique from their body language.

Over the years i have played a good amount of games and the ones that have left major impacts in no particular order were, street fighter, God of war, uncharted, the last of us, devil may cry, katana zero, the Witcher (specifically 3), to name a few but there are so much more and looking forward to many more to come.

Animations like *Akira*, *CowBoy BeepPop*, and of course most of the classic Disney animations such as *Lion King*, *Beauty and the Beast*, *Aladdin*, *Toy Story*, *The Incredibles*, till date inspire me to be part of something great.

I have been blessed to work in the animation field that i love and genuinely enjoy contributing my time and energy in bringing characters to life that impact many in a positive light. Gaming is where i am feeling the most drawn to in my journey at the moment and want to provide my time and expertise in growing the industry.

I strongly believe that I will make a great edition to the team given the opportunity.