

Objective:

To secure a challenging position as a technical artist to demonstrate art and logic in an imaginative setting

Education:

M.F.A., Computer Animation

March 2008

Miami International University of Art & Design

B.F.A., Computer Animation

December 2006

Miami International University of Art & Design

Expertise:

Broken Hierarchy setups. Stretchy and bendy IK/FK setups. IK/FK Matching. Influence objects and corrective shapes for muscle deformations and blendshapes. MEL Scripting for behavior movement, calculations, custom GUI's, and Automated Procedures. Custom Controls based on project demand. Wrap Deformers, Muscle Setups (Maya Muscle). Joint and Blendshape Facial Setups. Maya API, Actionscript, HTML, OOP.

Experience:

Miami International University of Art & Design

Adjunct Teacher 08 - Present

University Instructor for various industry classes: Game Design, 3D Animation, Visual Effects, Interactive Media and Web Design.

Art Institute of Fort Lauderdale

Adjunct Teacher 09 - 2011

University Instructor for various industry classes: VFX, 3D Animation, and Web Design using Flash.

SYNQ Studios

Studio Resource Manager 07- 08

Programmer, and In-House Rigger. Worked on various projects as Lead Character Rigger and Final Rig Development under SYNQ's previous radiant square studio.

PROJECT TITLES:

Scapegoat – Car Rigger.

Fiesta De Pelicúla – Car Rigger.

To Hell And Back 3 – Lead Character Rigger, Import/Export Lead into Game Engine.

Stephen King's The Mist – Created all body deformations for motion builder characters and for "Monster Tentacle".

Frontlines: Fuel of War – Created body and facial deformation for six main characters

Desperate Housewives The Game – Created character deformation for all five female characters.

PORTFOLIO SAMPLES:

Freelance Projects:

December 2010 – June 2011:

UFC Sponsored Web Shorts for Iron Bridge Tools. - Character Rigger, FTP management, Technical Advisor.

Other Skills:

Bilingual: Spanish and English.

Renderfarm Setup: Backburner, Muster, Vray Licensing, NetRender, Network Licensing

Advanced Environment and Hard Surface Modeling using: Nurbs or Polygons.

Procedural and Image Map Texturing capabilities.

Cloth, Fur, Particle and Fluid Dynamics knowledge.

Node Based Compositors, Rotoscoping, Matchmoving.

Network management and setup knowledge.

Team oriented, punctual, story writer.

Software Knowledge:

Autodesk Maya(Generalist with Rigging Specialization), 3DSMax(Rigging).

Adobe Suite CS 4/5/5.5 – Photoshop, Illustrator, Flash, Dreamweaver, Premiere, After Effects.

Fusion, Combustion, Matchmover.

Unreal Engine, Ogre Engine (Export Management).

Microsoft Visual Studio, Microsoft Office Suite.

Wordpress.

Windows and Mac Platform Proficiency