

TECHNICAL SKILLS

Proficient: Python, PySide2, Maya, Vray, Unity, C#, Perforce, Git, Mudbox, AfterEffects, Premiere, Photoshop, Shotgun, Alienbrain, Agile/ JIRA.

Familiar: Java, MEL, Zbrush, MotionBuilder, Illustrator, Flash, Unreal Engine, Qubel, Deadline, Android Studio.

EXPERIENCE

- 2020-Present **Technical Animator at Magnopus.**
Help develop an autorrigging framework by adding new modules and creating a system to take user input. Develop a tool to automate rigging and pipeline processes. Set up rigs for characters and props. Integrate art assets into the game engine, including building animation state machines and sequences. Write Maya tools and Unity Editor tools to streamline artist's workflows. Bridge communication between Art and Engineering.
- 2014-2020 **Technical Artist/3D Artist at Mattel, Inc.**
Develop Maya tools to streamline artist's workflow and facilitate the workflow between Maya and Unity. Write scripts to batch process files and solve technical issues as needed. Work on prototypes for toy demos and assembly instructions in Unity. Create animations for e-commerce, social media and sales. Responsibilities include asset texturing and rigging, animation and camera layout, rendering and compositing as well as defining overall art direction.
- 2016 **Freelance 3D Animator at House of Moves**
Motion capture clean-up for games_(Resident Evil 7: Biohazard)
- 2015-2016 **Freelance 3D Animator at Mode Select**
Character, prop and camera animation.
- 2015 **Previs Artist at Halon Entertainment.**
Worked on asset texturing and set up, shot creation and camera layout. Animated characters, props and cameras.
- 2013-2014 **Animator & Layout artist at Fisher Price.**
Defined camera work, developed 3D animatics, animated characters and effects for Little People music videos. Created sprite animations for Little people App prototype.
- 2011 **Animation Intern at Sony Pictures Imageworks**
(through the Academy of Television Arts and Sciences Foundation Internship program)
Animated background characters for the movie Arthur Christmas.

EDUCATION

- 2020 Rigging 101 course. Rigging Dojo.
- 2018 Android Developer Nanodegree. Udacity.
- 2009- 2013 M.F.A in Animation, Savannah College of Art and Design (SCAD). Savannah, GA.
G.P.A. 3.82
- 2009- 2010 Advanced Studies in Character Animation at AnimationMentor.com
- 2006- 2008 B.F.A in Animation, Savannah College of Art and Design (SCAD). Savannah, GA.
summa cum laude (G.P.A 4.0)
- 2002 – 2005 Graphic Design Associate degree at ORT University, Uruguay.