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| PROFESSIONAL EXPERIENCE | | | | |
| 2019 - 2020 | | | **Foxnext - Fogbank Entertainment** | |
|  | | | **CINEMATICS ASSOCIATE DIRECTOR**  I’ve been in charge of directing cinematics for their app **Storyscape (shipped game for iOS and Android devices)** which involves setting up cameras, animations, characters and stages according to the narrative written in their stories, their branching paths and the lead director’s vision through a 2.5D perspective within Unity’s timeline tools and Spine. | |
| 2019 | | | **Studio Anjin** | |
|  | | | **3D ARTIST-ANIMATOR**  I was in charge of modeling, texturing, rigging and animating plants, buildings, props and environments for the turn based RPG game **Nanokin** built in Unity with a mix of character sprites and 3D environments. | |
| 2018 - 2019 | | | **Gears for Breakfast** | |
|  | | | **3D ARTIST**  Modeled, textured and rigged several costumes and accesories for the main characters of the game **A Hat in Time (shipped game for Nintendo Switch/PC)** built in Unreal Engine alongside creatures and npcs for collaborative projects within the modding community. A good amount of these projects have been featured by the developers and purchased for use in the main game’s DLC content. | |
| 2017 | | | **Strawberry Games** | |
|  | | | **3D ANIMATOR**  Animated over 40 cycles for their JRPG inspired game**Koe**. These animations include idles, talking, walking and running cycles for 3 different types of humanoid rigs: female, male and child. Also took care of exporting them to be ready for use in Unity’s mecanim system. | |
| 2016 | | | **Telltale Games** | |
|  | | | **CINEMATIC/LAYOUT APPRENTICENSHIP**  Did a 4 week apprenticeship program where I was tasked with creating a small playable 3D point and click Telltale game through their Walking Dead game assets and proprietary software. This job included creating cinematics for all the character dialog choices, story progression, fights and use of items; I was also responsible for the camera work on the small interactive sections of the game. | |
| ACCOMPLISHMENTS | | | | |
|  | | | ***Pidgeons and Food:* Stop Motion Short** | |
|  | | | Directed and animated my own 2 minute paper cutout short which was selected as best animated short in the 2016 “Cine Pobre Panalandia” movie festival (Panama) and nominated in the Hayah Movie Festival 2013 (Panama).  ***The Fur Day: 3D Animated Short***  Directed and animated my own 3 minute 3D short through the help of several friends from college and work. This short is currently competing for nominations in film festivals starting with a nomination for the Pet Film Festival in Tepoztlán Mexico and a prize for best script in the Los Angeles Film Festival. | |
| LANGUAGES English, Spanish | | | | |
| SKILLS | | | | |
| Autodesk Maya  Autodesk 3ds Max  Zbrush  Substance Painter | | Unreal Engine  Unity  Toonboom  Spine | | Adobe Photoshop  Adobe Premiere  Adobe After Effects  Adobe Illustrator |
| EDUCATION | | | | |
| 2011 – 2016 | Academy of Art University San Francisco, CA | | | |
|  | Major: Animation and VFX | | | |