

## PROFILE

I am a Computer Animator with a passion for 2d imagery. Past roles have included Lead Animator, Artist, and Effects Artist. Gained considerable experience working on multiple aspects of a game including (but not limited to) hand-keyed animation, 2d concept cleanups, billboard textures and rigged FX models. Focused, self-motivated and have considerable experience working under tight deadlines. I am in the search for an opportunity where I can utilize and develop my 2d/3d skills as a successful Effects Artist.

**SKILLS** Autodesk 3d Max, Autodesk Maya, Adobe Photoshop, Adobe After Effects, Crazy Bump and FumeFX. Mild Python/scripting knowledge.

## EDUCATION

**Miami International University of Art and Design** | Miami, Florida | MFA in Computer Animation 12/18/2005

**Full Sail Real World Education** | Winter Park, Florida | AA in Computer Animation 02/07/2003

**School of Visual Communication PRODISÑO** | Caracas, Venezuela | BFA in Graphic Design 10/1996 to 08/2001

## EXPERIENCE

**Senior FX Artist** | PREY | *Arkane Studios, Zenimax Media 12/2015 to Present*

- Working on NPC Powers and Abilities. Also worked on material animations for the NPCs.
- Player Power abilities and full screen vignettes. Also worked on some muzzle flashes and explosions.
- Authored flipbook textures to create the unique NPC dissipation effects.
- Authored cinematic effects wherever needed.

**Senior FX Artist** | Call of Duty: Advanced Warfare | *Sledgehammer Games, Activision | Blizzard 07/2012 to 11/2015*

- Generated and hooked up multiple environment effects (smoke, fog, splashes, etc.).
- Edited and hooked up effects in scripted events and in-game cut scenes.
- Modeled and textured fx models (including LOD's) to be used in game.
- Collaborated with Designers and Environment artists to get the best result possible. Formed part of strike teams to fix specific issues including Kevin Spacey's death scene.
- Created textures using FumeFX and After Effects to create animated billboards.

**FX Artist** | Star Wars: The Old Republic (PC) | *Bioware, EA 11/2010 to 06/2012*

- Creating textures and animated maps for fires, smoke and iconic 2d images.
- Hooking up visual effects for character abilities using Hero Blade as well as creating dynamic properties.
- Worked closely with designers, animators and environment artists to achieve the best solution possible.
- Optimizing effects whenever possible to reduce lag and overdraw.
- Utilizing plugins like Fume FX and additional software like Adobe After Effects to generate high quality animated textures.

**FX Artist** | Guitar Hero Phoenix (Cancelled, XBOX 360, PS3) | *Vicarious Visions, Activision 05/2006 to 10/2010*

- Generated and hooked up (via python script) multiple visual effects for scripted and cinematic "moments" during a song.
- Created and prototyped various environmental visual effects such as ambient smoke/dust, light rays, rain, lightning among others.

**Artist** | Guitar Hero App (iPhone) | *Vicarious Visions, Activision 2010*

- Generated 1st pass on animations for Character Customization screens as well as clean up mocaps for 1<sup>st</sup> pass in-game animations.
- Cut up Photoshop assets and implemented mockups using Interface Builder for iPhone. I was responsible for recreating several menu screens after the style was defined.

**FX Artist** | MUA 2 (XBOX 360, PS3) | *Vicarious Visions, Activision 2009*

- Created visual effects for multiple heroes in game which included Magneto, Black Panther, Daredevil, Deadpool, Gambit, Human Torch among others.
- Generated custom textures, set up and exported Havok models, optimized effects and rigged/animated FX models (i.e. Magneto's Hamster Ball).
- Worked on Fusion Effects which was the main feature of MUA 2. It was the combination of two superhero powers into one attack. Fusions included Tornado attacks, Double Charges, Collect and Blasts, Hamster Balls, and Fastballs.
- Other responsibilities included general FX support for other aspects of the game. This included (but not limited to) multiple EDCs (engine driven cut scenes), gameplay elements such as the Character Level up Effect and AI Group Leader for non-playable characters, superhero blocks just to name a few.
- I learned mild Python scripting for testing and hooking up cinematic effects.

**Lead Artist \*** | Mii Freestyle (Guitar Hero World Tour Exclusive Wii Mode) | *Vicarious Visions, Activision 2008*

- Responsibilities included Menu Art creation, Mii body models (skinned and textured), stats screen art, UI/ HUD elements with corresponding effects.
- Coordinated with designers, programmers and fellow artists to take the best direction possible when it came to style and gameplay feedback.

*\*The title was for the exclusive Wii mode and not the core game it shipped with.*

**Lead Animator** | Guitar Hero On Tour (DS) | *Vicarious Visions, Activision 2008*

- Creating estimates for asset creation.
- Provide feedback and direction for the animation team as well as address any from the Art Lead.
- Learned to use Sonar to debug animation system and how animations get called through game.

**Animator** | Transformers Decepticons & Transformers Autobots (DS) | *Vicarious Visions, Activision*

- Responsibilities included animating traversal and combat cycles for multiple rigs ranging from small to large.
- Created transformation animations from robot to vehicle and vice versa.

**Animator** | Spiderman 3 (GBA) | *Vicarious Visions, Activision*

- Responsibilities included creating traversal and combat animations for characters. Rendering animations and palletizing FLC files.