**David A. Rodriguez**

**Animator/Artist/Rigger/Manager**

**Glendale, Ca davidrodrigz@yahoo.com**

**(562)305-0671** [**www.drodder.com**](http://www.drodder.com)

**SKILLS**

**High-**3D/2D Animation, Rigging, Internal/External Managing, In-Game Animations, Cinematics, Implement/Trouble Shooting issues in game engine, Motion Capture pipeline, Storyboarding, Graphic Design,

**Mid-**Compositing, 3D Modeling/Texturing, Concept art, Mel/Expression scripting.

**Low-**Python, C##, shaders, Rendering

**SOFTWARE**

Maya, 3ds Max, Adobe Animate, After Effects, Photoshop, Illustrator, Jira, Arnold Render, Trello, Syncsketch, Gitlab, Trello, Confluence, Motion Builder, Rokoko, Perforce, Alien Brain, MS Office, Google Docs

**PROFESSIONAL EXPERIENCE:**

**Age of Learning-"Animation Director" 2019–Present**

[**www.ageoflearning.com**](http://www.ageoflearning.com)

-Directed and managed teams Internal and External to ship dozens of app games across 2 I.P’s.

-Established Animation style, rigging standards, work processes and quality bar to hit with deadlines.

-Achieve high animation quality and technical support on game function/optimization.

-Created and evolved Animator/Tech Artist workflow in a Scum/Agile Environment.

-Took point on a series of animation tools and script creations for pipeline.

-Created advanced rigs, animations and style guides to support our Studio Team’s VFX production.

-Worked with all discipline Directors on achieving a quality and player engagement.

**Age of Learning -"Lead Animator" 2016–2019**

-Led a team of Animators creating in-game animations and cinematics.

-Created a Previs workflow to have expanded exploration ahead of engineers.

-Established a Maya to Unity pipeline and consulted other departments in the company

-Assisted with Unity troubleshooting and guided the tools creation process.

-HR/Recruiting task hiring Technical Artist, 3D Generalist and Animators**.**

**Pinscreen-"Freelance Animator" 2020**

[**www.pinscreen.com**](http://www.pinscreen.com)

1-month freelance prototyping, creating animations, pose work and pose space deformations.

**Bioflight VR-"Technical Animator/Lead" 2016–2017**

[**www.bioflightvr.com**](http://www.bioflightvr.com)

Character/facial rigging, Key-Frame Animation, Motion Capture Editing and troubleshooting Unity. Took over as a Lead restructuring our pipeline with better rigs and polishing animations easier. Supervised 3D character modeling and animation work on team.

**Hydrogen Whiskey-"Freelance Animator" 2016,2017**

[**https://vimeo.com/hwhiskey**](https://vimeo.com/hwhiskey)

On and off Freelance work doing key-frame animation and Motion capture for game cinematics.

**The Third Floor inc.- "Previs Artist" 2016**

[**www.thethirdfloorinc.com**](http://www.thethirdfloorinc.com)

Pre-visualization work on movies doing Character/prop/vehicular Animation, Scene Set-up, Lay-out along with particle FX and composting using studio tools.

**Counter Punch Studios-"Animator/Motion Capture Analyst" 2015-2016**

[**www.counterpunchstudios.com**](http://www.counterpunchstudios.com)

Cinematic animation and Motion capture analysis on AAA games.

**Fox Television Animation-"Animator/Artist" 2013– 2015**

[**www.foxadhd.com**](http://www.foxadhd.com)

Responsible for an assortment of Key-Frame, 2D Animation, Lay-out, Scene Set-up, Color Animatic's, Character/Prop Rigging and extensive Document management across Multiple shows. I supervised the Lay-out artists on 2 episodes of HSUSA.

**Pipsqueak Films-"Freelance Animator" 2014– 2015**

[**www.pipsqueakanimation.com**](http://www.pipsqueakanimation.com)

Off and on Animation on various Television/Streaming shows.

**Barbed Wire FX-"Senior Animator/Generalist" 2011–2013**

<https://vimeo.com/4869547>

Across multiple commercial projects I was responsible for an assortment of 3D Animations, Rigging, 3D Modeling, Camera set-up/ Lay-out, Matte Painting, Motion Graphics and Video Editing. I handled complex animation shots and mentored others with animation/rigging tasks.

**Protoon-"3D Animator/Rigger" 2013**

**[www.protoon.com](http://www.protoon.com)**

3D Animation, Rigging and Camera lay-out for a TV show pilot

**Sokay-"Senior Animator/Artist" 2012** [**http://www.sokay.net**](http://www.sokay.net)

2D Animations, Art, Storyboarding on Flash/Unity developed games. Supported Game Design we well

**Image Metrics-"Animator/Motion Capture Analyst" 2009**

[**www.image-metrics.com**](http://www.image-metrics.com)

Animator on Video Game Cinematics for several AAA titles. Use proprietary software to do specialized facial capture tracking.

**7 Studios-"Animator/Artist" 2006 –2008**

[**www.mobygames.com/company/7-studios-inc**](http://www.mobygames.com/company/7-studios-inc)

Responsible for Character, Prop, and Environment Animations/Rigging. Contributed to art creating textures, models, concepts and storyboard. Worked closely with Design and Devs to set-up asset call-backs in game and come up with creative solutions to implement them.

**ADDITIONAL WORK EXPERIENCE**

**Faraon-"Consultant/Senior Artist" 2011-Present**

[**www.faraon.com**](http://www.faraon.com/)

-Freelance/Consulting work creating designs on Products, Box Packaging, and sales advertisements for consumer products.

-Manage and coordinate efforts with third party Design/Packer company's on pricing, supervise design work, product approvals and deadlines

**EDUCATION:**

**The Art Institute of Los Angeles, Ca 2002-2006**

Bachelors of Science: Media Arts and Animation

**Studio Arts 2019,2020**

Assortment of Digital Classes and Work shops

**PROJECTS**

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| --- | --- | --- |
| Mastering Math  Mastering Reading  Avatar Creator  CHLA VR Training  Telltale's The Walking Dead Telltale's Guardians of the Galaxy  Bad Boys: For Life L.O.R.D: Legend of Ravaging Dynasties 2  Mafia 3  NBA 2k16  Golan the Insatiable High School USA Lucas Bros | Stone Quackers Major Lazer  Bojack Horseman Cyanide and Happiness Comedy Central: Trip Tank  Hot wheels: Piranha Attack Hot wheels: Rev-ups Hot wheels: Sky Jump Hot wheels: Wall Climb Logitech UE Vizio LED TV  Army Instructional app. | Donut Get!  Luv Tank  ETH Applied Geometry Group  Weezer "Memories"  God of War 3 Black Eye Peas "Boom Boom Pow" Grand Theft Auto 4: Gay Tony Assassin's Creed 2 Red Dead Redemption  Napoleon Dynamite: The Game  Six Flags Fun Park  Nine: the Game |

References Available Upon Request

U.S Resident