

# David A. Rodriguez

Animation Director · Production Manager(CSM) · Educational Media  
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## PROFILE

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Animation director and production partner with 10+ years delivering educational interactive content and episodic television. At Age of Learning, owned scope, schedules, and cross-functional delivery across four products serving millions of learners, coordinating distributed artists and vendors across four countries. Certified Scrum Master with hands-on CG fluency from layout and rigging through engine implementation; builds the trackers, pipeline docs, and workflows that keep remote teams aligned and shipping.

## SOFTWARE

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Maya, 3ds Max, Rive, MotionBuilder, Rokoko, Unreal Engine, Unity, Flutter, Figma, After Effects, Photoshop, Illustrator, Jira, Confluence, Miro, Trello, SyncSketch, GitLab, Perforce, Krea.ai, Scenario.ai, Comfy UI, Meshy, Cursor, Claude

## SKILLS

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3D/2D character, creature & interactive animation, Gameplay, cinematic & narrative performance, Facial acting & motion capture cleanup, Rigging & technical animation, Python / MEL scripting & pipeline tooling, Engine workflows (Maya-to-Unity/UE, Rive-to-Flutter), Creative leadership, reviews & team mentorship

## PROFESSIONAL EXPERIENCE

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Age of Learning 2016-2026

Principal Animator (2025-2026) | Animation Director (2019-2025) | Lead Animator (2016-2019)

- Drove scope, schedules, and quality across multiple lps.
- Aligned Engineering, Design, Narrative, Product, Art, QA, and external vendors across time zones.
- Co-created original character IP from concept through ship (My Math Academy "Shapeys" and My Reading Academy CG robot "Bitsy"); partnered with Brand, Marketing, and Merchandising on style guides and franchise consistency across interactive and consumer touchpoints.
- Directed 15+ internal and external artists across partners in China, Chicago, Mexico, and Ukraine; authored vendor briefs, quality benchmarks, and pipeline documentation for predictable delivery.
- Built and maintained production workflows in Jira and Confluence. Scrum ceremonies, milestone tracking, and bug triage; identified blockers early and kept distributed teams aligned on priorities.
- Built Maya-to-Unity and Rive/Flutter pipeline tools and documentation that reduced iteration time and improved handoffs between animators, rigging, and engineering; led reviews and mentored artists on delivery standards.

([ABCmouse](#); [My Math Academy](#); [My Reading Academy](#); [Adventure Academy](#))

Bioflight | Technical Animator / Lead 2016-2017

- Managed deliverable documentation and production schedules for VR training products; coordinated asset milestones with an external engineering team in the U.K.
- Restructured the animation pipeline to improve rig robustness, polish workflows, and handoff quality while supervising 3D modeling and animation work. ([CHLA VR Training](#))

Hydrogen Whiskey | Cinematics Animator 2016-2017

- Keyframe/motion capture animation for AAA game cinematics.
- ([Telltale's The Walking Dead](#); [Telltale's Guardians of the Galaxy](#)).

The Third Floor Inc. | Previs Artist 2016  
▪ Created previs for film sequences including character, prop, and vehicle animation; scene setup; layout; particle FX; and compositing using studio tools.  
([Bad Boys for Life](#); [L.O.R.D: Legend of Ravaging Dynasties 2](#))

CounterPunch Studios | Animator / Motion Capture Analyst 2015-2016  
▪ Delivered cinematic character performance animation and motion capture cleanup in Maya for narrative-driven AAA titles ([Mafia III](#); [NBA 2k16](#))

Fox Television Animation | Animator / Artist 2013-2015  
▪ Episodic TV pipeline delivery. Layout, rigging, keyframe and 2D animation, color animatics, and scene setup supervising layout on dozens of episodes across multiple animated series  
([Axe Cop](#); [Stone Quackers](#); [Major Lazer](#); [Golan the Insatiable](#); [High School USA!](#); [The Lucas Bros. Moving](#))

Barbed Wire FX | Senior Animator / Generalist 2011-2013  
▪ Delivered commercial animation work spanning 3D animation, rigging, modeling, camera layout, and motion graphics; handled complex shots and mentored artists on animation and rigging tasks.  
([Logitech UE](#); [Vizio LED TV](#); [Hot Wheels: Rev-Ups](#); [Hot Wheels: Sky Jump](#); Hot Wheels: Wall Climb; Hot Wheels: Piranha Attack;)

Image Metrics | Animator / Motion Capture Analyst 2009  
▪ Facial animation, motion capture analysis, and cinematic support in Maya for AAA titles,  
([Red Dead Redemption](#); [GTA IV: The Ballad of Gay Tony](#); [God of War III](#); [Assassin's Creed II](#));

#### ADDITIONAL EXPERIENCE

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Pinscreen | Animator 2020  
▪ (Freelance) Prototype animation, pose work, and pose-space deformation support. ([Avatar Neo](#))

Pipsqueak Films | Animator 2014-2015  
▪ (Freelance) Animation for 2D animated television shows.  
([BoJack Horseman](#); [Cyanide & Happiness](#); [TripTank](#))

Mercado Latino, Inc. | Senior Graphic Artist 2011-Present  
▪ (Freelance) graphic art and product production for a Latin consumer brand, including art creation and creative feedback for vendor partners across multiple countries.

Sokay | Senior Animator / Artist 2009-2012  
▪ Animation and art for indie game development. ([Donut Get](#); [Luv Tank](#))

Activision | 7 Studios | Animator / Artist 2006-2008  
▪ Animation, rigging, modeling, and game-engine setup for console and handheld titles.  
([Napoleon Dynamite:The Game](#); [Six Flags Fun Park](#); Unreleased Action; Unreleased survival)

#### SHIPPED CREDITS

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Games / Interactive: [ABCmouse](#) | [My Math Academy](#) | [My Reading Academy](#) | [Adventure Academy](#) | [Telltale's The Walking Dead](#) | [Telltale's Guardians of the Galaxy](#) | [God of War III](#) | [Mafia III](#) | [NBA 2k16](#) | [GTA IV: The Ballad of Gay Tony](#) | [Assassin's Creed II](#) | [Red Dead Redemption](#) | [Napoleon Dynamite:The Game](#) | [Six Flags Fun Park](#) | [Donut Get](#) | [Luv Tank](#)

Television / Film: [Bad Boys for Life](#) | [L.O.R.D: Legend of Ravaging Dynasties 2](#) | [Stone Quackers](#); [Major Lazer](#) | [BoJack Horseman](#) | [Cyanide & Happiness](#) | [TripTank](#); [Golan the Insatiable](#) | [High School USA!](#) | [The Lucas Bros. Moving Co.](#)

Commercial / VR: [CHLA VR Training](#); [Avatar Neo](#) | Hot Wheels: Piranha Attack | [Hot Wheels: Rev-Ups](#) | [Hot Wheels: Sky Jump](#) | Hot Wheels: Wall Climb | [Logitech UE](#); [Vizio LED TV](#) | Army instructional app:

Parachuting | [Weezer "Memories"](#) | [Black Eyed Peas "Boom Boom Pow."](#)

## AWARDS & PATENTS

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### Age of Learning — Product

Tech & Learning Awards of Excellence "Best of 2024"; Tech & Learning "Best Tools for Back to School" 2021 (My Math Academy); ESSA-validated efficacy; NAPPA Award and Parent/Teacher Choice Gold Medal (Adventure Academy).

### Patents

Production-team contributor, Personalized Mastery Learning Platform (US 10,490,092; US 11,380,211), powering My Math Academy and My Reading Academy.

### Games

Red Dead Redemption — D.I.C.E. Action Game of the Year; Game Critics Awards Game of the Year (2010).

Assassin's Creed II — Spike VGA Best Action-Adventure Game; seven BAFTA nominations.

### Film

Bad Boys for Life (previs) — NAACP Image Award, Outstanding Motion Picture.

## EDUCATION

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Certifications: Certified Scrum Master (CSM), Scrum Alliance

The Art Institute of Los Angeles | Bachelor of Science, Media Arts and Animation

Studio Arts | Digital Design and Animation Workshops