

David A. Rodriguez

Lead/Senior Animator · Technical Artist · Game Pipelines
Glendale, CA | davidrodriguez@yahoo.com | www.linkedin.com/in/drodder/
www.drodder.com | (562)305-0671

PROFILE

Animator and creative lead focused on high-quality character performance and production systems that scale. Expertise spans cinematic and gameplay animation, facial acting, motion capture, rigging, and Unity runtime tuning for live products. Known for Maya-to-engine workflow design, custom Python/MEL tools, and clear handoffs between animation, engineering, and design. Delivers polished, shippable work while elevating department standards through mentorship and cross-team collaboration.

SOFTWARE

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

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

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

- Hand-keyed character, creature, and interactive animation for live products serving millions of monthly learners — body mechanics, acting, facial performance, narrative beats, and gameplay loops across ABCmouse, Adventure Academy, My Math Academy, and My Reading Academy.
- Owned shots from blocking through polish in Maya and implemented and tuned animation in Unity — troubleshooting rigs, blend trees, and runtime performance across multiple live products.
- Built Maya-to-Unity and Rive/Flutter pipeline tools; scripted Python/MEL solutions that cut animator iteration time and authored documentation and training so animators and engineers could ramp quickly.
- Served as the primary animation authority across Engineering, Design, Narrative, Product, and Art — resolving rigging, implementation, and runtime performance issues across multiple live products.
- Mentored animators on craft, performance, timing, weight, and posing; established animation standards across the department and led animation reviews.

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

Bioflight | *Technical Animator / Lead* 2016-2017

- Created character and facial rigs, keyframe animation, motion capture edits, and Unity troubleshooting support for VR training products.
- 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
▪ Character and prop rigging, 2D animation, and scene setup across multiple shows; supervised layout work on dozens of episodes.
([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

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

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

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

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