

Michael
Animator



Marquez
Illustrator

Skills

- **3D Software:** Maya, 3DS Max
- **2D Software:** Adobe Photoshop, Corel Painter
- **Productivity Software:** Windows, Mac OS X, MS Word, Perforce

Experience

Clerk/Staff Artist

Jul 2012 - August 2017

Rivertown Feed and Pet Country Store, Petaluma, CA

- Design signage for various products and sections of the store.
- Design graphics for reusable bags sold to customers.
- Create chalkboard art for end-cap displays.

Digital Arts Lab Instructor

October 2014 - Sept. 2015

Petaluma Arts Center, Petaluma, CA

- Instruct students of all ages in digital design techniques.
- Introduce students to professional workflows using iPad hardware and creative tools such as Procreate, Art Rage, and Autodesk 123D suite.

Animator

January 2008 - September 2009

Seven Studios, Los Angeles, CA

- Contribute to the development of various game titles using 3DS Max , including
 - Six Flags: Fun Park* – Ubisoft
 - Space Camp* – Activision
 - Scratch: The Ultimate DJ* – Genius (unreleased)
 - Untitled DJ Game* – Activision (unreleased)

Animation Instructor

October 2007 - May 2008

Montecito Fine Arts School, Monrovia, CA

- Instruct beginning and intermediate animation courses using Maya.
- Create weekly lesson plans for children and young adults.
- Contribute to the development of the curriculum of the 3D Arts Department.

Animator

August 2007

Tigar Hare Studios, Sherman Oaks, CA

- Animate characters for various projects using 3DS Max.
- Contribute to the trailer for the game, *Prototype*.

3d Graphic Artist

July 2005 - February 2007

Nien Made (USA) Inc., Cerritos, CA

- Utilize skills and knowledge of Photoshop and Maya to design, update, and output new and existing marketing material.

Education

Academy of Art University, San Francisco, CA

Master of Fine Art, Animation – Visual Development, 2014

Academy of Art University, San Francisco, CA

Bachelor of Fine Art, Computer Arts - Animation, 2002

References

Available upon request