

Victor Eduardo Rodriguez

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Demo reel and resume updates: <http://victorerodriguez.com>

I CAN LEGALLY WORK ON ANY COUNTRY OF THE EUROPEAN UNION (EU CITIZEN SPOUSE)

OBJECTIVE To breath life into characters with creative and entertaining character animation

WORK EXPERIENCE **CURSODEMAYA.COM**, Owner, Chair & Teacher, January 2005 ~ Today
Run and promote the company, manage human, financial and physical resources.
Teach Autodesk Maya and other CG topics both in a Classroom and Online

DYGRA FILMS, Animator, February 2010 ~ September 2010
Animated some of the main characters for the feature film "Holy Night!", I worked remotely from home in Venezuela (the studio is in Spain) and all the communication with the animation director and the rest of the staff was done exclusively with a text based messaging system. (See demo reel)

ANIMATIONMENTOR.COM, Maya Springboard Trainer, 2009
Teach Autodesk Maya to the school's students
Attend online Q&A sessions with the students

SKILLS

- Passionate about character animation and storytelling
- Easygoing, easy to direct and always open to feedback
- "Strong timing and sense of blocking" – *Bret Parker, Pixar*
- "Strong acting and directorial choices" – *James Chiang, Sony*
- Deep understanding of stereoscopic cinema and general computer graphics.

Software:
Autodesk Maya
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Adobe Flash
MS Windows, MacOS, Linux

EDUCATION **AnimationMentor.com**
Diploma in Advanced Character Animation Studies
July 11th, 2009

Mentored by:

Paul Allen
Jason Martinsen
Scott Carroll
Bret Parker
Kenny Roy
James Chiang

Terminal Reality
Blue Sky Studios
Blue Sky Studios
Pixar Animation Studios
Arconyx Animation Studios
Sony Pictures Animation (2006)

Simon Bolivar University, Caracas, Venezuela
B.S. in Computer Science
March 1998

AWARDS & HONORS Elected Chair of Caracas ACM SIGGRAPH Professional Chapter 2004 - 2006 Elected Vice-Chair of Caracas ACM SIGGRAPH Professional Chapter 2006 - 2008 Guest Speaker at SIGGRAPH 2008 and 2009 for the "Art & Economics of Animation in Latin America" session