# VICTOR E. RODRIGUEZ

3D CHARACTER ANIMATOR,
3D GENERALIST & AUTODESK
MAYA INSTRUCTOR

## PROFILE

I'm a 3D character animator, generalist and teacher. I'm looking for an animator's position in a team, where I can breathe life into characters with creative and entertaining character animation. I'm passionate about character animation and storytelling, easygoing, easy to direct and always open to feedback.

I can legally work in any European Economic Area country without being sponsored by an employer.

## DEMO REEL

To see my reel, please scan the QR Code or visit: victorerodriguez.com

## FOLLOW ME

- **Website**

victorerodriguez.com

- **linked in**

linkedin.com/in/victorerodriguez

- **IMDb**

imdb.com/name/nm4996689

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### ADDRESS

Av. C. Soublette, ed. Pque Tiuna
Apt. 23B, San Bernardino
Caracas, D.C., 1010A, Venezuela

### CONTACT ME

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## EDUCATION

**DIPLOMA COURSE IN ADVANCED CHARACTER ANIMATION STUDIES – ANIMATION MENTOR**    Jan2008 - Jul2009

Mentored by:
Paul Allen (Terminal Reality)
Scott Carroll (Blue Sky Studios)
Kenny Roy (Arconyx Animation Studios)
Jason Martinsen (Blue Sky Studios)
Bret Parker (Pixar Animation Studios)
James Chiang (Sony Pictures Animation - 2006)

**B.S. IN COMPUTER SCIENCE – UNIVERSIDAD SIMÓN BOLÍVAR**    Sep1991 – Mar1998

Minored in Computer Graphics and Operating Systems, Overseas internship at the University of New Mexico, USA, where I worked in the Homunculus Immersive Virtual Reality project and developed an OpenGL-based cross-platform GUI library, under the tutelage of Edward Angel, Ph.D., Computer Graphics pioneer and author of the "Interactive Computer Graphics" textbook (Addison-Wesley).

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## LANGUAGE SKILLS

ENGLISH         SPANISH         GERMAN

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## EXPERIENCE

**Owner, Chair & Teacher at CURSODEMAYA.COM.**    Jan2005 – Present

Run and promote the company, manage human, financial and physical resources. Teach Autodesk Maya and other CG topics both in a Classroom and Online.

**3D Generalist at CASTILLOMAX OIL AND GAS, S.A.**    Apr2014 – Jul2014

Developed low poly industrial models and animations for a Unity based CAD/CAE system for designing and visualizing oil terminals.

**3D Character Animator at DYGRA FILMS.**    Feb2010 - Sep2010

3D Character Animator for the movie "Holy Night!", nominated for Best Animated Feature Film at the Goya Awards 2016 (Spain).

**Maya Springboard Trainer at ANIMATION MENTOR.**    2009

Teach Autodesk Maya to the school's students. Attend online Q&A sessions with the students.

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## HONORS & AWARDS

Elected Chair of Caracas ACM SIGGRAPH Professional Chapter 2004 – 2006, 2012 – 2014
Elected Vice-Chair of Caracas ACM SIGGRAPH Professional Chapter 2006 – 2008, 2014 – 2016
Guest Speaker at SIGGRAPH 2008 and 2009 for the "Art & Economics of Animation in Latin America" session

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## PROFESSIONAL SKILLS

MAYA
PHOTOSHOP
PREMIERE
AFTER EFFECTS
UNITY

## PERSONAL 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.