

Jose N. Molina

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GOAL

Tell stories through animation and bring characters to life.

SKILLS

Autodesk Maya / MEL scripting, Photoshop, Javascript, Python, Google Sheets/Excel

EDUCATION

The Animation Collaborative

July 2016 - September 2016

Animation III: Introduction to Acting for Animation

- Weekly assignments and critique sessions focused on studying different aspects of acting for character animation.

AnimationMentor.com

July 2014 – December 2015

Character Animation

- Peer Buddy - Provided feedback and support to other students in their work
- Participated as Animator in school short film which included students and alumni

The Art Institute of California - Sunnyvale, CA

May 2009 - December 2011

Bachelor of Science, Media Arts and Animation

- Dean's Honor Roll
- Director/Writer of "Balloon" student short film, responsible for Concept Art/Story Development, Character Rigging, Ncloth and Paint Effects Dynamics, Compositing, Music, and assisted with Clean Up Animation, Lighting and Texturing.

WORK EXPERIENCE

Apple (via Apex) - Sunnyvale, CA

April 2017 - Present

GIS Technician

- Analyze, validate and enhance data content and assemble new content for consumer applications.

Google (via Vaco) - Mountain View, CA

August 2016 - April 2017

Operations Coordinator

- Revamped new hire training for vertical's main workflow to reduce training time and increase quality scores.
- Identified and mitigated quality and performance issues through implementing feedback loops and workflow standardization by organizing re-training sessions.
- Assisted Team Lead in facilitating and overseeing team output and ensuring high quality.
- Facilitated the transition between new workflow incubation and standardization, as well as workflow migration to India sister team and monitoring quality of output.

Google (via Vaco) - Mountain View, CA

April 2016 – August 2016

Data Quality Analyst

- Lead communication between cross-functional teams in Mountain View and India for scrubbing two new Google Express zones for launch.
- Developed through collaboration new categorization methods applicable to multiple workflows
- Implemented and managed triage process increasing Google Express mall assortment for new merchants and product types
- Responsible for updating team-wide documentation and new hire training documents for multiple processes
- Point Of Contact between Mountain View team and India sister team

Google (via Vaco) - Mountain View, CA

November 2014 – April 2016

Content Review Specialist

- Created tools to optimize the content review process for Android Wear, TV, and Tablets
- Responsible for new hire training and documentation
- Co-led weekly team meetings to facilitate discussions about troubleshooting issues, workflow improvements and team dynamics.

Apple (via Mindlance) - San Jose, CA

May 2014 – September 2014

3D QA and Touch Up

- Worked on enhancing real time 3D content for iOS Flyover Maps

Apple (via Volt) - Cupertino, CA

October 2012 – January 2014

3D QA and Touch Up Worker

- Utilized efficient QA methodologies for assessing projects to deliver high quality work
- Documentation and development of training material