

# Jose N. Molina

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## SKILLS

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Passionate about animation and character performance.  
Strong traditional animation principles.  
Collaborative and a team player.  
Analytical and resourceful with strong problem solving skills.  
Experience with character rigging and scripting.  
Excellent communication and interpersonal skills.

## WORKSHOPS

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**07/2018 - Present**    **CGMA Workshop - Body Mechanics (online)**

**04/2017 - 10/2017**    **Spungella Online Animation Workshop (online)**

**07/2016 - 09/2016**    **The Animation Collaborative - Emeryville, CA**  
*Animation III: Introduction to Acting for Animation*

## EDUCATION

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**07/2014 - 12/2015**    **AnimationMentor.com (online)**  
*Certificate of Completion - Character Animation*

**05/2009 - 12/2011**    **The Art Institute of California - Sunnyvale, CA**  
*Bachelor of Science, Media Arts and Animation*

## PROJECT EXPERIENCE

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**04/2017 - 05/2017**    **Barry the Blobfish - Animator**

**09/2015 - 11/2015**    **Circus Jam - Animation Mentor Short Film - Animator**

## SOFTWARE

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Autodesk Maya, MEL/Python scripting, Photoshop, After Effects, Adobe Animate

## WORK EXPERIENCE

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**04/2017 - 07/2018**    **Apple (via Apex) - Sunnyvale, CA - GIS Technician**

- Responsible for facilitating cross-shift communication, distributing projects, delegating tasks, and enhancing data content and assembling new content for consumer applications.

**04/2016 - 04/2017**    **Google (via Vaco) - Mountain View, CA - Data Analyst / Coordinator**

- Revamped new hire training to reduce training time, and mitigated quality and performance issues through implementing feedback loops and workflow standardization.
- Assisted Team Lead in facilitating and overseeing team output and ensuring high quality.