

Jose N. Molina

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SKILLS

Passionate about animation and character performance.

Solid understanding of the principles of animation, body mechanics, and facial animation.

Proficient in 3D Character Animation, Character Rigging, and basic knowledge of 3D Modeling.

Proficient with MEL and Python scripting.

Analytical and resourceful with strong problem solving skills in a technical environment.

Experience with UNIX/Linux, basic Bash scripting knowledge.

Excellent communication and interpersonal skills.

PROJECT EXPERIENCE

09/2018 - Present **Metro6 - Animator**

- Project coordinated and organized on the Artella platform to communicate project needs and receive work direction, receive feedback and critiques, and deliver animation.

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

- Project coordinated through Artella platform to communicate work direction, deliver animation, receive feedback and critiques

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

WORK EXPERIENCE

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.

EDUCATION

09/2018 - Present **Rigging Dojo (online)**

Rigging 101

- Comprehensive study of anatomy for rigging and joint placements, skinning and deformations, rigging systems and techniques

07/2018 - 09/2018 **CG Master Academy Workshop (online)**

Body Mechanics, with Kyle Kenworthy

- In-depth study of body mechanics, animation workflows, working with constraints to props and other characters

07/2016 - 09/2016 The Animation Collaborative - Emeryville, CA

Intro to Acting for Animation, with Robb Denovan

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

07/2014 – 12/2015 AnimationMentor.com (online)

Certificate of Completion, Advanced Studies in Character Animation

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

05/2009 - 12/2011 The Art Institute of California - Sunnyvale, CA

Bachelor of Science, Media Arts and Animation

- Produced short film with other students, was responsible for Writing, Directing, Concept Art, Character Rigging, Ncloth and Paint Effects Dynamics, Compositing, Music, and assisted with Clean Up Animation, Lighting and Texturing.

SOFTWARE

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