

Jose N. Molina

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OBJECTIVE

To find a role in animation where my passion for character performance, technical knowledge, and diverse background can contribute to a great team.

SKILLS

Passionate about animation and storytelling.
Solid understanding of the principles of animation.
Proficient in 3D Character Animation, experience in Character Rigging.
Experience using Windows, OSX, and Linux.
Analytical with strong problem solving skills.
Proactive and self-sufficient, ability to prioritize multiple tasks.
Excellent written and verbal communication skills.

WORK EXPERIENCE

EnchantedMob, Inc., 3D Animator October 2020 - Present

- Remote Character Animator, receive layouts and notes for shots, communicate project needs with leads
- Receive feedback and deliver final approved shots with tight deadlines

Google (via Vaco), Mountain View, CA, Data Steward April 2019 - Present

- Responsible for cleanliness and quality of company data in a corporate wide master data management solution.
- Maintain comprehensive, clean company definitions and master data generated by various internal source systems.
- Perform data analysis to validate and refine company relationships identified by internal tools and research.

Apple (via Apex), Sunnyvale, CA, GIS Specialist Feb 2019 - April 2019
April 2017 - July 2018

- Lead team projects to meet tight deadlines, facilitated cross-shift communication to ensure data accuracy.
- Assisted in creating and standardizing documentation for projects and processes.
- Analyzed, validated, and enhanced data content and assembled new content for consumer applications.

VOLUNTEER PROJECT EXPERIENCE

Little Wolf: The Night Trail , <i>Artella short film, 3D Animator</i>	July 2019 - Feb 2020
Metro6 , <i>Artella short film, 3D Animator</i> <i>SFFFF2020 Festival Winner - Best Animation</i>	Sep 2018 - June 2019
Barry the Blobfish , <i>Artella short film, 3D Animator</i>	April 2017 - May 2017
Circus Jam , <i>Animation Mentor short film, 3D Animator</i>	Sep 2015 - Nov 2015
Cerebus the Aardvark , <i>Short film, Character Rigging and Cloth simulation</i>	Jan 2012 - July 2014
Balloon , <i>Student short film, Character Rigging. Cloth simulation, Lighting, Modeling and Texturing</i>	Sept 2011 - Dec 2011

EDUCATION / WORKSHOPS

Cartoony Animation, Animation Mentor , <i>Mentor: Mark Oftedal</i>	Jan 2020 - Feb 2020
Rigging Dojo , <i>Certificate of Completion, Rigging 101</i>	Sep 2018 - Dec 2018
The Animation Collaborative , <i>Intro to Acting with Robb Denovan</i>	July 2016 - Sep 2016
Animation Mentor , <i>Certificate for Advanced Studies in Character Animation.</i> <i>Mentors: Ray Chase, Alan Rogers, Drew Adams, Jay Jackson, Boola Robello, Sean Sexton</i>	July 2014 - Dec 2015
The Art Institute of California - Silicon Valley , <i>Bachelor of Science, Media Arts and Animation</i>	May 2009 - Dec 2011

SOFTWARE

Autodesk Maya, Blender, Photoshop, After Effects, Illustrator, Premiere, Google Suite, Microsoft Office

SCRIPTING

Basic knowledge and experience with Python, Maya MEL, SQL, and Javascript