Nicolas Garza – Animation/Rigging (703) 505-2074 | nicogarza3@gmail.com

# Summary

Meticulous problem solver with six years of professional experience and an eye for detail seeks new challenges in the fields of video games, film, television and education. Spearheaded creative teams in production of video games, web series and in-game cinematics.

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| Animation • Rigging • Story Boarding • Lighting • Cinematics • Scripting  Video Games • Web Episodic Shows • Visual Arts Instructor |

# Experience

### **FREELANCE & TD –** Animator(6/2014-present)

Character animation. Clients include Kiz Studios.

* Uses animation skills to enrich player experience and character dynamics.

### **TRIDENT TECHNICAL COLLEGE**, Charleston, – Professor (03/2015 - 05/2015)

Taught *Intro to 3D Animation*. Students were taught the basics of *Autodesk Maya 2015* through a series of short projects in modeling, texturing, animation, lighting, and rendering.

* Elevated students’ skills and interests through engaging demonstrations and lectures.
* Guided students’ development and spurred their imagination through mentoring and creative exercises.

# Skills

Autodesk Maya; Unity Engine; Adobe Premiere, AfterEffects, Photoshop, Flash; Python

# Education

### Savannah College of Art and Design

* M.A. Animation, November 2008
* 3D Character Performance, Drawing in Motion, 3D Cartoon Character Animation, Naturalistic Animation