**Adrian Zambrano**

**SOFTWARE SKILLS**Maya **|** Photoshop **|** AfterEffects

**EDUCATION**Certificate of Animation — Animation Mentor, Spring 2011

28 credits in Visual Communications — Austin Community College, Fall 2003-Fall 2004   
15 credits in Electronic Design and Multimedia — CUNY City College, Fall 2002   
Associate of Applied Arts in Computer Animation — The Art Institute of Dallas, March, 1998   
  
 **CAREER DEVELOPMENT***Motion Graphics Animator,* Batwin & Robin — New York, New York (2008-2013)

* Created motion graphics and animations for museum exhibits/installations, events and theater.

*Animator,* Pigeon Impossible — Austin, Texas (2007-2008)

* Animated characters for sequences in the short film using XSI.

*Production Artist,* Stellar Communications — Austin, Texas (2003-2007)

* Provided all web-based video solutions such as streaming content, optimization, and format issues.
* Edited and tested XHTML/CSS web sites to create online content and forms using current web standards.
* Performed spot and full color layout design for newsletters, brochures, and advertisements for clients such as   
  Texas State University and Texas Municipal Retirement System.
* Responsible for computer/network maintenance and data archiving.

*Pre-press Specialist,* Impressions Printing & Graphics — Austin, Texas (2003-2007) (1996-1999)

* Translated designers’ files into print-ready formats and layouts for output on a computer-to-plate system.
* Ensured trapping, color separation, imposition and screens on submitted files met print shop specifications.

*Animator,* Thirty Frames — Parsippany, New Jersey (2001-2002)

* Used Maya and 3DS Max to create 3D models for use in broadcast graphics, DVDs, and web sites. Clients included Univision and Telemundo as well as architectural firms.
* Created motion graphics for broadcast and streaming video using After Effects.
* Converted media and images to appropriate formats for print and video.

*Junior Animator,* David Gregg Graphics — New York, New York (2000-2001)

* Produced 3D models using Maya for CBS: 48 Hours as well as law firms and production companies.
* Created animated logos, titles, and schematics using AfterEffects for legal presentations.
* Digitized and edited footage, created texture maps, composited shots and color corrected images.