www.adrianzambrano.com **Adrian Zambrano**

**SOFTWARE SKILLS**Maya **|** After Effects **|** Photoshop **|** Illustrator **|** InDesign

**EDUCATION**Alternative Certification for Teachers Program — ACT Dallas, Spring 2023 (currently enrolled)  
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   
  
 **EXPERIENCE***Animation Teacher,* Dallas Independent School District — Dallas, Texas (2022-2023)

* Develop and implement animation lessons aligned with the TEKs.
* Leverage a variety of media and methods to motivate students and support differences in student learning styles.
* Prepare students for careers in the animation field through Adobe certifications.
* Establish efficient classroom management procedures and clear behavior expectations.

*Motion Graphics Animator,* Batwin & Robin — New York, New York (2008-2013)

* Created motion graphics and animations for museum exhibits/installations, events, and theater.
* Facilitated and maintained network pipeline for multimachine rendering in MacOS environment.
* Modeled 3D assets with necessary texture maps using Maya and Cinema 4D.
* Created animated logos and titles for presentations, installations, and interactive kiosks.
* Composited shots and color corrected images using After Effects and Photoshop.
* Rigged 2D and 3D assets for animation in After Effects, Maya, and Cinema 4D.
* Researched and attended opportunities to stay abreast of industry technology and trends.

*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.
* Facilitated 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 After Effects for legal presentations.
* Digitized and edited footage, created texture maps, composited shots and color corrected images.