

Vanessa Landeros

San Diego, CA - Email me on Indeed: indeed.com/r/Vanessa-Landeros/8ebc69f8bfc1c747

WORK EXPERIENCE

Animator

Sony Online Entertainment - San Diego, CA - November 2011 to April 2013

Creative Experience

Sony Online Entertainment: Planetside2: Animator:

Accountable for working closely with my team members and Lead to create compelling first person shooter animations. Attend daily scrum meetings to track progress and to ensure the fluidity of our workflow is going accordingly to the vision of our Sr. Director. Attended motion capture sessions, imported, and cleaned up data from our shoots. Track bugs within our play test servers and pinpoint problems to find the best possible solutions. Pinpoint technical problems in Morpheme while adding needed tracks to takes. Use constraining techniques to achieve desired look and feel to an animation.

November 2011 - Current

Awards/Recognitions

Congressional Award of Excellence: Awarded for voluntary public service and personal development. It was awarded for my trials and excellence to serve my community through my volunteer work at the Santa Barbara Cottage

Hospital.

Clubs/Associations

- Woman in Animation (W.I.A) - la.woman.in.animation.org

EDUCATION

BS in Media Arts & Animation

The Art Institute of California - San Diego, CA

2008 to 2011

SKILLS

Software/Programs Skill Set • Maya • Life Drawing • MotionBuilder • Sculpting • After Effects • Painting • Photoshop • Story boarding • RealFlow • Spanish Speaker • Microsoft Office

ADDITIONAL INFORMATION

Animator with three plus years of visual development and 2D/CG animation experience including six years of fine art practice. This experience includes knowledge of painting, sculpture, acting for animation, and integrating it with CG applications. Experienced with motion capture clean up and importing takes into dynamic program interfaces while well versed on incorporating animations into a game production pipeline.