

Rodolfo Baez

CG Generalist/ Animator

San Francisco, CA - Email me on Indeed: [indeed.com/r/Rodolfo-Baez/10c102b9de36b12c](https://www.indeed.com/r/Rodolfo-Baez/10c102b9de36b12c)

Willing to relocate: Anywhere

WORK EXPERIENCE

Designer Animator

Univision Communications Inc - Miami, FL - January 2017 to June 2017

Contract animator for the sports department in Univision. I am charged with creating on air graphics in Photoshop and After Effects. Some of the shows we work on are Contacto Deportiva, Locura and Republica Deportiva.

Adjunct Instructor

Miami International University of Art and Design - Miami, FL - September 2015 to June 2017

Responsibilities

I'm an instructor for Animation, Film and Storyboard classes.

Skills Used

Character animation, Rigging, Editing, and Illustrations.

CG Generalist

Zimmerman Advertising - Fort Lauderdale, FL - December 2016 to April 2017

As an in house freelancer, I am charged with Animation, Rendering, and Compositing for their current projects. The animations are made in Maya and rendered with Vray. Compositing is done in After Effects. The current project is for the Nissan Automotive Company.

Animator

Iron Bridge Tools - October 2010 to December 2016

- o Generalist in charge of all 3D animations
- o Pre-Production Artist
- o Special Effects Artist

CG Generalist

2C Media - Miami, FL - October 2016 to October 2016

I created high resolution models of background sets for the show. Models and UVs were made in Maya 2014.

Animator

Nuclie 3D - Miami, FL - July 2014 to August 2016

I am a volunteer character animator. We're creating an Unreal 4 platform game "The Haxxor". All of the animations are produced in 3Ds Max using biped systems. My job besides creating animation cycles is to adjust, assign and supervise any incoming animations from our animators.

Skills Used

Character animation, story development and character development.

Animator

Zero Fractal - Miami, FL - August 2014 to August 2014

Responsibilities

I animated characters for the Disney AR game.

Skills Used

Character animation and Rigging.

Contract Animator

Digital Tutors - November 2013 to January 2014

- o Create character animation tutorial on body mechanics.

Animator

Brican America - June 2008 to October 2010

- o Head of 3d department responsible for creating commercials about dental products.

Contract Generalist

Synq Studios - October 2006 to March 2007

- o Animations for fire fighter simulation game "Hell and Back 3"
- o Rigging on tentacles for "The Mist"

EDUCATION**Certificate of Completion in Animation**

Animation Mentor

2011 to 2012

BA in animation

Miami International University of Art and Design

SKILLS

Character Animation, Motion Graphics, Special Effects, Rigging, Modeling, Texture, Lighting and Rendering

LINKS

<http://www.baezanimator.com>

ADDITIONAL INFORMATION**SKILLS**

Maya

3D Max

After Effects

Real Flow Mudbox Photoshop

Illustrator

Zbrush

Speak English and Spanish

