

Nick Mendoza

Character Animator

North Hollywood, CA - Email me on Indeed: [indeed.com/r/Nick-Mendoza/540d53c162698cec](https://www.indeed.com/r/Nick-Mendoza/540d53c162698cec)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Animator

Martin Brinkerhoff and Associates - Irvine, CA - May 2017 to Present

Hired to help animators polish, modify and address client notes on already established character animation on the Disney Jr Dance Party for Disneyland to help push through deadline goals.

Lead Character Animator

MBA Productions - Irvine, CA - February 2013 to November 2016

Involved with the 3D character animation/rigging and graphical elements for different projects including multiple projection/live shows for various Disneyland parks across the world (Anaheim, Florida, Shanghai, Paris, Hong Kong, Tokyo), and auto dealer meetings/shows for Honda, Hyundai, Acura, and Nissan. IAAPA presented a Brass Ring Award to "King Triton's Concert" at Tokyo DisneySea Park in the category of "Best Overall Production: \$1 Million or more.

Lead Character Animator

3D Bob Productions - June 2010 to August 2011

Helped organize/supervise/animate a character animation pipeline which used traditional keyframing and motion capture to complete over 60 webisodes ranging from thirty seconds to three minutes. Motion capture cleanup/actor, managed motion capture suit/programs for hired actors. Minor responsibilities include character design, storyboarding on occasion, helping light/render scenes, and help composers whenever necessary.

Character Animator

3D Bob Productions - May 2010 to May 2010

Animated two 3D squirrels in two sequences for a short movie trailer.

Video Technician

Deluxe Digital Studios-DDG - October 2008 to March 2010

Responsible for converting captured video files to appropriate video formats for various clients (NBC Universal, Fox Screeners, MGM/Lionsgate, Hulu, etc.), familiar with Mac and PC operating systems, scripted subtitles, watermarks, cutting trailers from feature, editing fixes to files failed by Quality Control team. Additional experience with several programs including Virtual Dub, Digital Rapids, Oxygen, Excel, Word, Filezilla, AVSP, Inlet Fathom, Gimp, Rhozet, Final Cut, Photoshop, and Transcode Media Manager.

3D Character Animator

ADASport.com - January 2010 to February 2010

Created storyboards, character designs, modeled, rigged, textured and animated 3D characters and elements for an online competition.

Character Animator, Character Designer, Modeler

Disney - November 2009 to November 2009

Designed, modeled, rigged, and animated 2D characters for Fred Figglehorn's Christmas music video Christmas is Creepy.

Character Animator

The Good Boys - August 2008 to September 2008

New comedy pilot "Humanzee" created by James Gunn. Designed and created/animated 2D character, motion graphics, visual effects, and handled compositing and rotoscoping of all these elements.

Freelance Animator

3D Bob Productions - August 2008 to August 2008

Animated CG legs to be composited over incomplete footage to produce a seamless shot in a commercial for "Pushing Daisies."

Freelance Animator 08/2008

3D Bob Productions - Owl in my Window

Tested out new rig for 3d character using the CAT (Character Animation Tools) rig in 3DS Max.

Character Animator, Character Designer, Storyboard Artist

Pretty Pictures Movement - June 2008 to June 2008

Designed, modeled, rigged, and animated characters for live action science show "Lab X" using Anime Studio Pro. Storyboarded all live action and animation scenes.

Character Animator, Motion Graphics Artist, Editor

3D Bob Productions - May 2008 to June 2008

Modeled, rigged, and animated characters for a pilot called "Messianic Kids," an education video on the Jewish faith, using Anime Studio Pro. Also handled motion graphics and minor editing responsibilities.

3D Character Animator, Character Designer, VFX Artist, Composer

3D Bob Productions - October 2007 to May 2008

Designed character concepts, designed and animated opening title sequence, animated characters, composited all animation and visual effects elements for the project "Book of Fall".

Freelance Animator

3D Bob Productions - February 2008 to February 2008

Animated CG tires for a fifteen second commercial spot for Big-O Tires.

Freelance Animator

3D Bob Productions - March 2007 to October 2007

Owl in my Window Animatic

Animated and helped produced high end animatic creating three dimensional environments and scenes using storyboards for

Animation Intern

3D Bob Productions - Los Angeles, CA - March 2007 to August 2007

Helped gather tools, supplies, sets, puppets, props and lights, for certain shots, and helped with breaking them down after shots were completed. Ran errands whenever needed. Maintained overall cleanliness of animation studio.

Lead Animator

Hour Film Festival - Chatsworth, CA - February 2007 to February 2007

Our team was given 168 hours (one week) to produce and edit a five minute animated short. My responsibilities were modeling, rigging, and animating characters and the intro in Flash. Helped manage and assign shots to other animators. Our project was the first completed animated short to be submitted in the film festival. Won best Score.

Software:

3D Studio Max, Maya, C4D, After Effects, Photoshop, Premiere, Anime Studio Pro, Combustion, Illustrator, Art Rage

EDUCATION

Bachelor of Fine Arts in New Media

Texas A&M University Graduate - Commerce, TX

SKILLS

Maya (8 years), 3D Studio Max (10+ years), Cinema 4D (4 years), After Effects (6 years), Photoshop (10+ years), Illustrator (8 years)

LINKS

<https://www.dropbox.com/s/6nr08einw9rtj7h/Nick%20Mendoza%27s%20Old%20Demo%20Reel.mp4?dl=0>

https://www.dropbox.com/s/eq9fej44f023znh/NickMendozaDemoReel2016_Short_01_Vim-WM.mp4?dl=0

<https://www.dropbox.com/s/ynqs34e0uyf98hq/NickMendozaDemoReel201>

<https://www.dropbox.com/sh/nl8n9povbsv8hdw/AAD3alPkoMiy-jAKM1ru5GzOa?dl=0>

ADDITIONAL INFORMATION

I have experience with animating in Maya, 3D Studio Max (Biped, Character Animation Tool Kit rigging systems), Cinema 4D, and Element 3D. I have some 2d character animation experience with Flash, Anime Studio Pro, and After Effects.

Demo Reel:

<https://vimeo.com/194789835> (short edit)

password: squash

<https://vimeo.com/194789322> (long edit)

password: stretch