



Marisa S. Lozano

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Animation graduate with a love of problem solving and rigging, seeking to obtain a position as a Character Rigger or Technical Director.

Professional Experience

Web Developer, Designer | Digital Corps

August 2015 - May 2017

Designed and developed websites for the state of Indiana, The Ball State Career Center, and The Digital Corps. The job required designing user interfaces for students and administrators, designing educational games for fourth graders around the State of Indiana, as well as extensive knowledge of web programming.

Lab Assistant | Visual Imaging and Animation Labs

September 2014 - August 2015

Tutored students in the animation program as well as opened, closed, and maintained a high-end computer lab.

Skills & Proficiencies

Python

Rigging in Autodesk Maya

Certified Associate in Adobe Photoshop

Character Animation

HTML/CSS

jQuery

Javascript

Git

Java

Education

Bachelor of Fine Arts in Animation

Minor in Computer Science

Ball State University

Graduated Cum Laude

GPA: 3.7

Experiences

Lead Rigger | *Gale*, short film

August 2016 - December 2016

Rigged all characters and props for the film. I helped animators and modelers version control assets in a pipeline software as well as troubleshoot problems in animation and modeling.

Game Creator | Goshen College Global Gam Jam

February 2015

Protoyped a complete and functional board game in 49 hours. Tested the game and led a development effort for the game's companion website.

Honors

Best of Frog Baby Film Festival, *Gale*

81st Student Art Show

Lilly Day of Service Design Competition

Dean's List 2013-2017

Outstanding Freshman

Portfolio Scholarship

Presidential Scholarship

Volunteering

Junior Counselor | Herron School of Art Youth Summer Program

June 2011 - August 2011

June 2012 - August 2012

Worked alongside students and counselors to help students with art activities and teach about local Indianapolis artists. I worked one-on-one with kids and helped maintain a clean studio environment.