



Marisa S. Lozano

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Objective

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 - Present

- Lead designer on Career Placement website for the Ball State University Career Center
- Developed and designed an administrator site for the Ball State University Career Center
- Developed web games for an educational app for the State of Indiana

Skills & Proficiencies

Rigging in Autodesk Maya
Python Scripting in Autodesk Maya
Certified Associate in Adobe Photoshop
Character Animation
Front-End Web Development
Web Design
User Interface Design
Java

Experiences

Lead Rigger | *Gale*, short film

August 2016 - December 2016

- Rigged all characters and props
- Managed files and version controlled scenes
- Performed troubleshooting of problems in animation and rendering
- Composited and color corrected the last two scenes in the film

Artist, Animator | Art in Italy Study
Abroad Exhibition

May 2015 - November 2015

- Directed and produced an eight-minute animation
- Created multi-media drawings and watercolors
- Framed and hung artwork for gallery display

Game Creator | Goshen College
Global Gam Jam

February 2015

- Prototyped a functional board game in 49 hours with a team of designers
- Led development effort for game's companion website

Volunteering

Junior Counselor | Herron School of Art
Youth Summer Program

June 2011 - August 2011

June 2012 - August 2012

- Motivated students during weekly art activities
- Aided counselors in teaching about local artists

Honors

81st Student Art Show
Lilly Day of Service Design Competition
Dean's List 2013, 2014, 2015, 2016
Outstanding Freshman
Portfolio Scholarship
Presidential Scholarship

Education

Bachelor of Fine Arts in Animation
Minor in Computer Science
Ball State University

Expected May 2017

GPA: 3.7