Marisa S. Lozano

Marisaslozano@gmail.com
marisaslozano.github.io
vimeo.com/marisaslozano

Objective

Animation graduate with a love of problem solving, making pipeline tools, and rigging, seeking to apply for a Technical Director Summer Internship at Hi-Rez Studios.

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
- Developed miniature storyboards for an education psychology website
- Designed paper model of a local landmark on campus
- Created pixel art for a gamification app

Proficiencies

Rigging in Autodesk Maya
Python Scripting in Autodesk Maya
Character Animation
Front-End Web Development
Web Design
User Interface Design

Honors

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

Education

Bachelor of Arts in Animation
Minor in Computer Science
Ball State University
Expected May 2017

GPA: 3.7

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

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

Skills

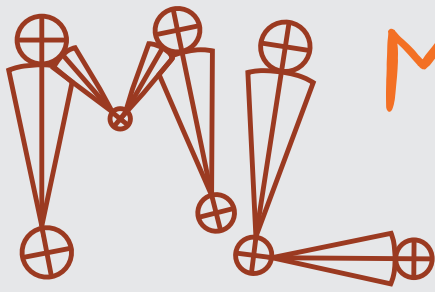Autodesk Maya
Python
Certified Associate in Adobe Photoshop
Adobe Illustrator
Adobe After Effects
HTML/CSS
Javascript/ jQuery
Java

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Objective

Animation graduate with a love of rigging and problem solving through code, seeking to apply for a Technical Director Summer Internship at Hi-Rez Studios.

Professional Experience

Web Developer, Designer | Digital Corps
August 2015 - Present

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.

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 trouble-shoot problems in animation and modelling.

Artist, Animator | Art in Italy Study Abroad Exhibition
May 2015 - November 2015

Created multi-media drawings and watercolors to hang in a gallery. I also directed and produced an eight minute slide-show animation to play in the exhibit and a condensed version for promotional material.

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 develop-ment effort for the game's companion website.

Proficiencies

Rigging in Autodesk Maya
Python Scripting in Autodesk Maya
Character Animation
Front-End Web Development
Web Design
User Interface Design

Honors

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

Volunteering

Junior Counselor | Herron School of Art Youth Summer Program
June 2011 - August 2011
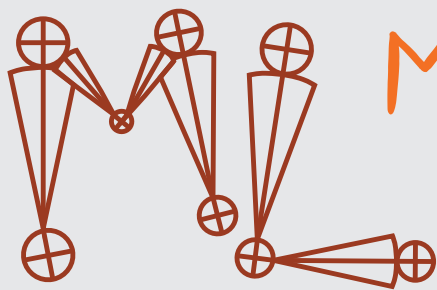*June 2012 - August 2012*

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.

Education

Bachelor of Arts in Animation
Minor in Computer Science
Ball State University
Expected May 2017
GPA: 3.7

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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 at a .

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

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

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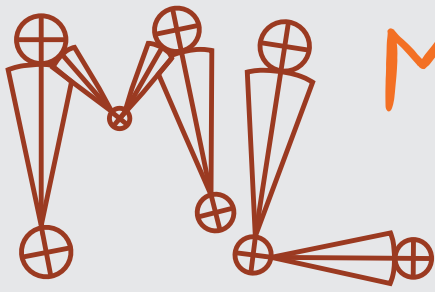
- Prototyped a functional board game in 49 hours with a team of designers
- Led development effort for game's companion website

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

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

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Objective

Animation graduate with a love of problem solving and scripting, seeking to apply for a Generalist Developer/TD Position at Digital Domain 3.0, Inc.

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

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

Skills & Proficiencies

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

Volunteering

Junior Counselor | Herron School of Art Youth Summer Program
June 2011 - August 2011
June 2012 - August 2012

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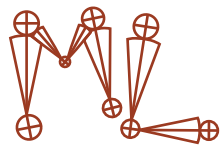- Aided counselors in teaching about local artists

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

Marisa S. Lozano

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Muncie, Indiana 47303

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(317) 607-3366

March 29, 2017

Disney Research Labs Pittsburgh
4720 Forbes Avenue
Lower Level, Suite 110
Pittsburgh, PA 15213

Dear Disney Research Labs,

I would like to express my interest in the Lab Associate Internship in Character Rigging. I believe that my passion for problem solving, strong commitment to learning more about software, and interest in making tools that will help all departments of the pipeline in a production environment makes me an ideal candidate for your internship.

As a candidate, here is what I could immediately bring to the table:
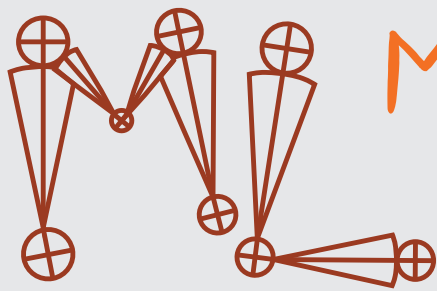
An effective problem solver: In my role as the lead rigger for the short film *Gale*, my job was not only to rig, but to help troubleshoot problems in both rendering and animation. I rigged all of the characters and props, and I developed tools to facilitate the workflow of multiple departments. I helped to troubleshoot and repair bugs in the software. Through this position I learned not only about rigging, but also about problem solving for all departments in the pipeline.

A disciplined learner: I have always displayed a strategic approach to learning about design and development by focusing on specific areas that will help me grow. I currently work at The Digital Corps, which is a design and development firm on campus that makes apps and websites for various clients around Indiana. At the Digital Corps, I was hired as a designer. Instead of only designing logos, I have focused on learning front-end web development or doing motion graphics. I made sure to tailor my job to practicing animation and coding. I have had the opportunity to learn more about these areas, which has helped when transferring to rigging and writing tools in Python.

A passion for animation: Everything I have engaged in my college career has all been driven by my love for animation. As a child, I was inspired by *The Lion King* and thought I was going to be a traditional 2D animator. When I first opened Maya, however, my life changed. I was so interested in what was happening technically in the program, I decided to pursue a minor in computer science. Computer science has allowed me the opportunity to learn more about other languages and making graphical user interfaces. Even now, I dedicate a portion of each day to learn more about various programming languages and their intricacies.

I look forward to contributing my skills and experiences to the Lab Associate Internship in Character Rigging and hope to have an opportunity to speak with you further about how I can be an asset to your team. As for my geographic preferences, I am willing to relocate.

Sincerely,
Marisa Lozano

Marisa S. Lozano

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marisaslozano.github.io
vimeo.com/marisaslozano

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

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
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- Framed and hung artwork for gallery display

Game Creator | Goshen College Global Gam Jam
February 2015

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Skills & Proficiencies

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Volunteering

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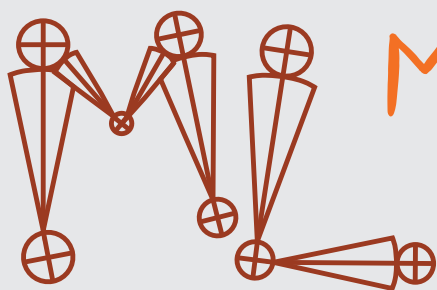Presidential Scholarship

Education

Bachelor of Fine Arts in Animation
Minor in Computer Science
Ball State University
Expected May 2017
GPA: 3.7

Marisa S. Lozano

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marisaslozano.github.io
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Objective

Animation graduate with a love of problem solving and scripting, seeking to apply for a Flexible On-Demand Rigging System Summer Technical Internship at the Walt Disney Animation Studios .

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

Experiences

Lead Rigger | *Gale*, short film
August 2016 - December 2016

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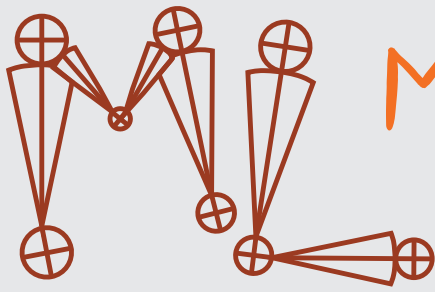
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Skills & Proficiencies

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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

Marisa S. Lozano

Email: Marisaslozano@gmail.com
Website: marisaslozano.com

Animation graduate with a love of problem solving, 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. Designed user interfaces for students and administrators and educational games for fourth graders around the State of Indiana. Made extensive use of front-end web programming in addition to design responsibilities.

Lab Assistant | Visual Imaging and Animation Labs
September 2014 - August 2015

Tutored students in the animation program and 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

Other Team Experiences

Lead Rigger | *Gale*, short film
August 2016 - December 2016

Rigged all characters and props for the film produced by 20 people. Helped animators and modelers version control assets in pipeline software as well as helped troubleshoot problems in animation and modeling. Composited over 30% of the film's shots.

Game Creator | Goshen College Global Gam Jam
February 2015

Protoyped a complete and functional board game in 49 hours on a team of 5. Tested the game and led the 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. Worked one-on-one with kids and helped maintain a clean studio environment.