

Maria Ximena Anleu Calderón.

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EDUCATION

Ringling College of Art and Design, Sarasota FL

BFA, May 2016

Computer Animation

Thesis: Currently in production a 3-min animated film
Focused on Character Animation and Development.
3-person team

Universidad del Istmo, Guatemala City, Guatemala

Graphic Design, 2011-2012

Centro Escolar Campoalegre, Guatemala City,
Guatemala, International Bachelor Diploma, 2010

ANIMATION AND CHARACTER DESIGN EXPERIENCE

3D Modeler and Texture Artist, Digital Partners, Guatemala City, Guatemala. Summer 2014

- Designed and successfully modeled six spaceships using Maya Software for a game, currently in process for future release.
- Successfully modeled a Volt bottle that was part of an interactive stand in Guatemala Comic Con.
- Designed, using Photoshop, textures of 9 hero characters for the game *Mayan Pitz*. Also assisted other animator completes the villain characters.

3D Computer Animator, Ringling College of Art & Design, 2013-2015

- Used School- Provided rig completing three animated scenes over a three- week period.
- Designed, textured and lit and environment for animation.
- Proficient designed, modeled, textured, animated and rigged four characters for animation in Autodesk Maya, under strict deadlines.

2D Animation Freelancer, Medical International Symposium, Mexico DF, Mexico, 2013

- Worked in a team and designed and animated images in Photoshop and After Effects CS6 that explained the process of gastrulation for international broadcast.

Character Designer Freelancer, Staccato Singers, Guatemala City, Guatemala, 2013-2014

- Designed and rendered 9 elaborated characters and environments for the book: "*El Vendedor de Sorisas*" (*The smiles seller*), currently in stores in Guatemala City. Illustrations used for advertising and stage performances.
- Designed and rendered 19 elaborated characters and environments for the book: "*El Tigrillo Valiente*" (*The brave tiger*), currently in process for future release.

COMPUTER SKILLS

Advanced proficiency on Mac and PC platforms with Autodesk Maya, Photoshop CS6, After Effects and Premiere Pro and Microsoft Office; basic knowledge: Z Brush, 3D Coat and Nuke.

PERSONAL SKILLS

Participant in Dale Carnegie's training, Dale Carnegie & Associates Inc. Guatemala City, Guatemala, 2009.

Advanced proficiency in digital photograph production for special events.

High proficiency in traditional media, including acrylics and oil.

Member of Ringling's Digital Painting Sketch Club.

Traveled extensively throughout the US and Central America and Canada.

Fluent in English and Spanish

Portfolio and references available upon request.