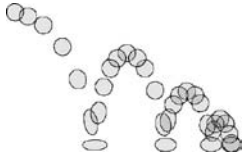


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Robert Diaz

Animator

Demo Reel <http://www.BrokenTangent.com>

Linked-In Profile <http://www.linkedin.com/in/robertdiaz>

Objective To join a production with dedicated and highly skilled people.

Summary of qualifications

- Strong knowledge of animation within Maya and 3ds Max
- Intermediate knowledge of rigging in Maya and 3ds Max
- Motion Capture Clean-up/Editing Experience
- Feature film animation experience
- Feature film camera work experience
- Basic understanding of Nuke and Fusion
- Character Studio/Biped animation experience
- Ability to rig and skin using Biped
- Strong grasp of the principles and concepts of animation
- Strong eye for motion
- Good verbal and written communication skills
- Good team player

Work experience

Encore Hollywood

Animator - Various TV shows
Oct 2011 - Current

-Rigging and Animation creatures/animals

Proof Inc

Animator (Previz/Postviz) - "Spiderman 4"
June 2011 - Aug 2011

-Character and Creature Animation
- Basic Lighting/Rendering/Comp/Motion Graphics

Pixomondo

Animator - "Red Tails"
Feb 11 - April 11

-Vehicle & Camera Animation

Rhythm & Hues

Animator - "Hop"
Nov 10 - Feb 11

-Character Animation

Hydraulx

Senior Level Animator - Various Feature Film Projects
May 10 - Sept 10

- Character & Creature Animation

23D Films

Animator - National Geographic Television show
Mar 10 - April 10

- Creature & Camera Animation

Encore Hollywood

Animator - TV Show "Castle"
Feb 10 - Feb 10

- Previz & Camera Animation

Shadowplay Studios

Animator - Unannounced Commercial
Jan10 - Feb 10

- Character & Creature Animation

Encore Hollywood

Animator - TV Show "Rules of Engagement"
Dec 09 - Dec 09

- Character Animation

Shade VFX

Animator - Discovery Channel Show & Disney Commercial
Nov 09 - Dec 09

- Character Animation
- Pre-viz/Camera Work
- Some rigging

Prime Focus aka Frantic Films

Animator - Avatar
Oct 09 - Nov 09

- Vehicle Animation
- Character Animation/Mocap Clean-up

Encore Hollywood

Animator - TV Show "House" episode 'Epic Fail'
Jul 09 - Oct 09

- Character and Creature Animation
- Previs and Camera Animation

Uncharted Territory / Sony Pictures Entertainment

Animator – Feature Film “2012”
Nov 08 – Jun 09

- Camera Animation for 50+ scenes and feeding/trouble shooting them with the related lighters and compositors.
- Vehicle animations (ground and air)

- Close communication with FX artists for FX Animations
- Choreography of intricate sequential shots

Tigar Hare Studios

Cinematic Animator – Red Faction 3

May 08 - Aug 08

- Character Animation
- Motion Capture Cleanup
- Pre-viz/Camera Work
- Some rigging

Education

University of Advancing Technology Tempe, AZ
B.A. Multimedia

University of California Irvine Irvine, CA
Attended for Gen-Ed courses