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Objective: To obtain a 3D Character Animation Position

Skills:

- Understanding of animation principles (anticipation, Exaggeration Squash and stretch, appeal, staging, follow through, timing, Arcs, slow in slow out, pose to pose or straight ahead action)*
Creating appealing 3D computer character movement and gestures through key framing
- Always studying the life of the characters in order to establish the behavior
- Worked on unreal engine, to create Character cycles in school
- Four years of school key framing animation using Maya
- Modeling props consistently using quads in Maya
- Created Industrial Animation for spy planes at Northrop Grumman. Promoted to Quality control position for my attention to detail and understanding of airplanes structures. Learning quickly and efficiently applying company standards, avoiding interpolation of models when animated, my artistic sense of view, I also have some airplane understanding engineering background.
- I worked in a team environment and I communicated ideas with team leads an example was how fast I picked up the Right Hemisphere software for Northrop Grumman and helped integrate it with the new hires, I used the 3D principles I have had experienced with and help bring the new employees up to date on what we should be ready for . Also passing ideas from junior artist to supervisor or team lead to keep everyone up to date on standards, helping to create a nice workflow at Northrop Grumman Always looking for the right way to communicate errors found in current files that have been worked on by junior artist and supporting the Right Hemisphere team.
- Working and correlating with team employees at Boeing to tackle high priority jobs 1997-2004
- Edit JPEG images and TGA images, creating textures and sketching in Photoshop CS as well as working with overlay layers. Toggling between Maya and Photoshop to create texturing
- Using Dreamweaver CS3 to edit and create my web page; After effects CS3 to composite animation videos and editing videos.
- Used unreal engine at Academy Art University to import Character animation cycles

- Seven years of AutoCAD experience with Boeing. Two year of electrical drafting
- One semester of rigging bipeds and 3D modeling
- Understanding of Maquette creation. My Maquette work published in book titled Character Modeling with Maya and Z Brush: professional polygonal modeling techniques.

Education: Academy of Art University 1/25/2004-6//2007
 Bachelors of Applied Science
 Computer Arts- 3-D Computer Animation

ITT Technical Institute 6/01/96-12/01/97
 Associate of Applied Science Degree.
 Computer Aided Drafting Science Technology

Southwestern college 9/07/95- 12/18/2003
 Architectural Technology

Chula Vista High School 1992-1995
 High School Diploma.

Northrop Grumman Aerospace 8/2009-5/2010

Creating industrial linear animation in order to have a visual understanding of how the form and function of parts are related to real life situations using proprietary software (Software used Right Hemisphere) for the military's Global Hawk. I was also promoted to be Quality Control checker, for my attention to details and my deep understanding in Animation, airplanes engineering and sense of Artistic perspective experience. Learning second software CATIA v5 R19 in order to help model parts.

Mindsample 2/2009-freelance (animation)

Key frame for Pre-visualization shots and creating and developing the characteristic of the main character. Creating Key poses, breakdowns and shots and working to creating subtle and smooth animation. Keeping consistent communication with director Thomas Muller in order to get animation breakdowns correctly to final animation. Also reporting any type of issues on riggs or models or story concept. During downtime I help to create 3D modeling for environments. Always communicating feedback to Rigger for any type of issues with the rig always keeping communication lines with director in order to keep his visual desire of the characters development and script editing.

Ila Zammit Engineering 7/2007-8/2009

Producing AutoCAD drawings and Translating 2d sketches into Architecture plans through AutoCAD. Keeping an open communication pipeline with Electrical engineers if there inconsistencies with standards.

Continental DataGraphic 11/17/97-1/9/2004

Junior Computer Illustrator and working with Boeing Engineering to produce presentable isometric drawings on CAD software which is later incorporated into vast plethora catalogs that are used by Boeing Mechanics. Assisting co-workers with using CAD efficiently, participating in cross training to obtain dual position which created a smooth workflow.

Language: Fluent in Spanish and English.

Hobbies :

- *creating Animation as a Freelance around the world
- * Artistic Back ground
- * Use the Internet

- * Video gamer (PC, Xbox Saga, Nintendo etc.)
- * Watching sci-fi movies and independent movies
- * community involvement (walking marathons, bike riding, Beach cleanup)

- * Draw with 3D Studio MAX 2.5