JEFFREY DE LA NUEZ

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2D RIGGER/ANIMATOR

❐ QUALIFICATIONS PROFILE

Creative, detail-oriented, and performance-focused professional, offering hands-on background in rigging, illustration, and animation.

Skilled in 2D and 3D character rigging, video editing, and computer-generated animation. Equipped with advanced and innovative way of thinking to identify new opportunities and trends in the industry. Well-versed in performing and accomplishing multiple tasks without compromising quality service with time constraints. Known as a team player, with outstanding ability to lead and collaborate with all professional levels honed through exposure in diverse work and education settings.

❐ CORE COMPETENCIES

Character Rigger ~ Project Management ~ Storyboard Art ~ Logo Design ~ Web Graphics Computer Animation ~ Conflict Resolution ~ Strategic Planning ~

❐ PROFESSIONAL EXPERIENCE

Aerie Digital ▪ Maine
2D Rigger/Animator, Freelance   **2017-Present**

- Applied technical expertise in using Spine (Esotericsoftware) for the creation of over 40 unique character rigs
- Handled the creation of more than 500 animations in Spine (Esotericsoftware)

MDLMI, LLC ▪ Orlando, FL
Lead Art Designer, Freelance   **2016-2017**

- Expertly manage the creation of design for numerous iterations of the company's log and final logo, as well as illustrations for the companies' product patent designs
- Lead the implementation of the graphic art for the products advertising and packaging

THUNGOD PRODUCTIONS ▪ Melbourne, FL
Lead Concept Artist, Freelance   **2014**

- Provided leadership to a team of Illustrators for the development of Photoshop-painted concept art of characters, creatures, environments, and weapons

❐ EDUCATION

Bachelor of Science in Game Art: 2012, FULL SAIL UNIVERSITY ▪ Winter Park, FL

❐ ACADEMIC PROJECT

Project Title: *Battle Ducks: The Goosening Game Project*   Inclusive Years
Role: *3D Character Modeler, Texture Painter, Rigger, and Animator*

- Strategically formulated concept art for 11 characters and UV mapped them in Maya
- Took charge of painting 29 hand-painted textures in Photoshop for characters
- Administered four unique and simple rigs, while utilizing 22 out of 48 animations

❐ TECHNICAL ACUMEN

Animations	Autodesk Maya, 3D Studio Max, Spine (Esotericsoftware), Flash CS6, and Motion Builder
Special Effects	Adobe After Effects CS6, Adobe Premiere pro
Illustrations	Adobe Photoshop CS6, Adobe Illustrator
Video Editing	Final Cut Pro
Game Engines	Unreal Editor, Unity
Operating System	Windows | Mac OS