CESAR GUTIERREZ

3D Animator

CONTACT INFO

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cesargutierrez.site

SOFTWARE/ENGINE

- Maya
- 3Ds Max
- Unity
- UE4
- Adobe Photoshop
- Visual Studio
- Hitfilm Express

PROGRAMMING

- C#
- Unreal BluePrints

ABILITIES

- Communicate effectively
- Creativity
- File Management
- Quickly Adapt to new Workflows/Pipelines

EDUCATION

Art Institute of Inland Empire 2014 - 2017
Bachelors in Game Art & Design

EXPERIENCE

◆ Fenix Fire Entertainment | Animator [Dec 2017 - Oct 2018]
Osiris: New Dawn

- Responsible for all character/creature animations and cinematics
- Imported and implemented characters and animations
- Utilized nested blend trees in Unity's Mecanim Animation System for smooth animation transitions
- Worked closely with technical artists and programmers to develop tools/features and better workflows for project management
- Prototyped features to help visualize ideas
- Rigged new characters developed by artists
- setup camera shots and cinematic sequences
- Debugged in-game animation issues
- Worked with mocap data

◆ Fenix Fire Entertainment | Animator-Intern [Sept 2017 - Dec 2017]
Osiris: New Dawn

- Created character/creature animations
- Imported animations/characters
- Organized mocap data for easy access

REFERENCES

- **Manny Flores**
  Gameplay Engineer, Nexon
  (760) 427 - 5457

- **Antonio Cervantes**
  Technical Artist, Nexon
  (951) 473 - 3517