

Federico Muñoz

Animator
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EXPERIENCE

Rigging and animation

Nov2017-Jan2018
Remote

Sinful Monarchy

- Design the skeletal framework of animals and motion controls, expressions, and weight skinning. Making sure of following the guidelines for game ready rigs to work properly in Unreal Engine 4
- Import and test game ready animations to be fully functional in Unreal Engine 4 and problem solve any errors to the rig.
- Worked with co workers and art director, suggesting how to improve animations. Problem solve with riggers, texture artists, and character artists in terms of technical trouble, retopology and character design.

Animator Professor/Visual Tech Professor

Jan 2016 - 2018
West Palm Beach, FL

G-Star School of The Arts

- Develop and extend students awareness of story, design, audience and collaboration in production
- Applied my industry experience and expert technical proficiency in the classroom teaching a unique curriculum that explores animation styles ranging from 3D/2D animation and includes digital modeling, rigging and lighting.
- Understanding of motion graphics and interactive design utilizing Adobe Creative Suite software, particularly Adobe After Effects and Photoshop.
- Instruct students on the various technical problems encountered during Motion Graphics production. Mentor students through the various snags encountered during the creation of Motion Graphics.

Animator

Nov 2014 -2017
Tampa, FL

Theory Animation

- Work with a team of animators on short animated films for the internet cartoon "Ray and Clovis" in Blender.
- Developing the timing and pace of the movements of a character or object during the sequence of images and ensuring they follow the soundtrack and audio requirements on the show. "The Good Wife"
- Provided on-the-job training for animators in order to allow them to improve on their skills and learn new techniques.

Animator

Feb 2013 - Oct 2013
San Diego, CA

Aiko & Egor: Animation 4 Autism

- Worked with a team setting up puppets in Adobe Flash as well as animating in production pipeline, created and redesigned characters using Adobe Illustrator.
- Communicate regularly production teams minimize errors and inefficiencies in the production pipeline.

SKILLS

Software

- Maya
- After Effects
- Motion Builder
- Blender
- Nuke
- Flash or adobe animate
- Photoshop
- Unity & Unreal Engine

Programming Languages

Python
MEL
HTML5 & CSS

EDUCATION

B.S. Computer Animation
Full Sail University

May 2010 - June 2012
Orlando, FL

LANGUAGES **Bilingual (Spanish)**

References Upon Request