


• Contact

 Port Saint Lucie, FL, 34953

 (561) 388-1147

 munozf20@gmail.com



Federico Muñoz

Animator/3D Artist

• Skills

Maya  Excellent

After Effects  Very Good

Photoshop  Excellent

Blender  Very Good

Python  Good

MEL  Good

HTML5 & CSS  Good

NUKE  Good

Adobe Animate  Very Good

Unity  Good

Creative Animator with 5 years of experience in computer animation field. Passionate about developing characters that bring stories to life. Proficient in Maya and Blender and focused on completing projects with accuracy and artistic skill.

• Work History

2017-11 -

2018-01

Rigging and animation

- 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.

2016-01 -

2018-01

Animator Professor/Visual Tech Professor

G-Star School of The Arts, West Palm Beach, Fl

- 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

Problem-Solving

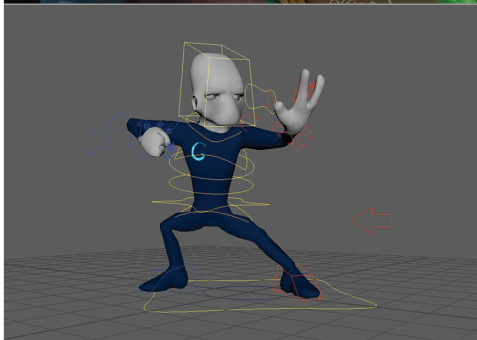
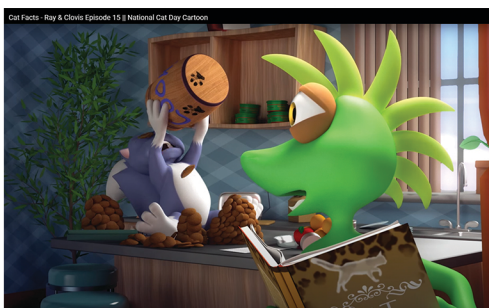


• Languages

Bilingual (Spanish) References
Upon Request

- 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.

2014-11 -
2017-01



Animator

Theory Animation, Tampa, FL

- 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.

2013-02 -
2013-10

Animator

Aiko & Egor, Animation 4 Autism, San Diego, CA

- 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.



• Education

2010-05 -
2012-06

B.S: Computer Animation

Full Sail University - Orlando, FL

