

Jorge E. Ruiz
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San Francisco, CA, 94121
(754)214-6578

EXPERIENCE

- 2012** **Animator, Blue Sky Studios, White Plains, NY**
Animate characters for "Ice Age: Continental Drift" feature film. Work with directors and supervisors, as well as with the rest of the team to optimize movie experience.
- 2011** **Animator, Activision/Sledgehammer, Foster City, CA**
Animate characters for "Call of Duty: Modern Warfare 3" game. Work with directors and supervisors as well as with the rest of the team to optimize game experience.
- 2010-11** **Animator, Industrial Light & Magic, San Francisco, CA**
Animate characters for "Transformers 3" feature film. Work with directors and supervisors as well as with the rest of the team to optimize movie experience.
- 2010** **Animation (intern) Pixar animation Studios, Emeryville, CA**
Work closely with an Animation Teacher and mentor to gain first hand knowledge about the Pixar filmmaking process. Learn not only from Pixar animation Team about the production side to the Studio, but see first hand how the technical and artistic mesh to create award winning films.
- 2010** **Associate Animator, Electronic Arts/Visceral Studios, Redwood City CA**
Animate characters for "Dead Space 2" game. Work with animation director as well as with the rest of the team to optimize animation and game experience.
- 2009** **Animation (Intern), Electronic Arts/Visceral Studios, Redwood City CA**
Animate characters for "Dante's Inferno" game. Work with animation director as well as with the rest of the team to optimize animation and game experience.
- 2006** **Animator, Compass Learning, Weston FL**
Draw and animate original characters as well as existing characters. Create interactive, engaging online learning activities. Work with the Instructional Designers to optimize product.

EDUCATION

- 2007-2009** **MFA, Animation and Visual Effects: *Character animation*,**
The Academy of Art University, San Francisco, CA.
- 2005** **BS, Media Arts and Animation**
The Art Institute of Fort Lauderdale, FL.

SOFTWARE

Maya, Photoshop, Premiere, After Effects, Flash, Toonboom, Painter.

MERIT

Best 3D character animation Dialogue Test in the Academy of Art University Spring Show Animation Awards 2010 and 2009
Second place and Honorable Mention in the Annual Art Institute of Fort Lauderdale International expositions
Scholarship AIIIC Merit Award in School Excellence

