

**Website**: http://redeyesdarknessdrago.wixsite.com/gabrieldeanda http://redeyesdarknessdrago.wixsite.com/gabrieldeandamkkknjjjj¿fghjkredeyeshttp://redeyesdarknessdrago.wixsite.com/gabrieldeandahttp://redeyesdarknessdrago.wixsite.com/gabrieldeandahttp://redeyesdarknessdrago.wixsite.com/gabrieldeandahttp://redeyesdarknessdrago.wixsite.com/gabrieldeandahttp://redeyesdarknessdrago.wixsite.com/gabrieldeanda

In July of 2013 I'd worked at Cluster Studio as a Junior TD, in where I had developed some tools for Autodesk Maya. I'd also built rigs for 3D Models (Character and Props). I'd also done Compositing, Rotoscoping and VFX.

Today I´m working at Polygon Armement as a Junior TD

**SOFTWARE**

**Microsoft Office**

**Adobe CC**

**Autodesk Maya**

**Fume FX**

**Houdini**

**The Foundry Nuke**

**Vray**

**Mocha Pro**

**Python**

**Mel**

**C#**

**Java for gaming**

**0 100**

**SKILLS**

**Programming:**

**Rotoscoping:**

**VFX:**

**Modeling:**

**Rigging**

**Achievement**

Nissan Frontier 2016 TV Spot

Compositing

**Achievement**

EcoFilm Short Film Festival

Second Round with “New Hope” Short

**Cluster Studio**

Technical Director Jr

*Character Rigging / Prop Rigging*

*Nuke Compositor*

*VFX*

**July 2013 – Febrary 2015**

**Teacher at Laureate International Universities:**

*Rigging Teacher*

*Java for Gamming Teacher*

*Python for Maya Teacher*

**September 2014 - Present**

**Polygon Armement**

Technical Director Jr

*Character Rigging / Prop Rigging*

*Nuke Compositor*

*VFX*

**Digital Animation Interactive Techniques Engineer**

*Laureate International Universities*

*Campus Lomas Verdes.*

**2009 - 2013**

**February 2015 - Present**

**EXPERIENCE**

**EDUCATION**

**RESUME**

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**Gabriel De Anda Licona**

*Digital Animation Eng. / Junior Technical Director*