

Rosa Gonzalez

Hawthorne, CA | www.gonzalezrosa.com | (323)806-9942 | rosag.anim@yahoo.com

WORK EXPERIENCE

Rancho Pacific Builders

Data Entry & Office Assistant

Location

September 2017- Present

- Assisted with data entry and various tasks like filing paperwork, invoices and deposits.
- Improved organization of paperwork, invoices and deposits.

NOMI Studio

Animator

San Gabriel, CA

March 2017- June 2017

- Delivered character animations and cycles to various characters in Unreal for a VR game.
- Advised and tested animations in Unreal engine for VR game.

Costco Wholesale

Front End (Seasonal)

Inglewood, CA

November 2016- December 2016

- Assisted members by packing their orders into boxes and transferring items to a separate cart for the cashier.
- Furthered helped with clean-up, cart retrieval, merchandise restocking and running for items as directed.

Pitch Block Games

Animator

Passadena, CA

November 2015- October 2016

- Delivered Attack animations for upcoming PC video games.
- Advised with role-play mechanics and story lines and animations.

OW! Entertainment

Animator

Santa Monica, CA

April 2015- September 2015

- Helped develop a web animated series of shorts for the fan community “I love Being Black.”
- Collaborated with other animators on character design, rigging and animating all on Adobe Flash.

Animation Libation Studios, LLC

Freelance Character Animator

Playa Vista, CA

February 2015- March 2015

- Delivered character animation for different scenes.
- Consulted back and forth with other animators to achieve modified animation.

CAI Studios

Animator

Los Angeles, CA

January 2014- November 2014

- Completed 2D levels and animated for AT&T Lunar New Year app game.
- Composed and updated social media content and engaged audiences.

Duck Studios

3D Animation Intern

Culver City, CA

April 2014- April 2014

- Animated 2D characters in Maya for a chort called “Bad Cheese.”

EDUCATION

The Art Institute of California- Los Angeles

Bachelor of Science, Media Arts and Animation

Santa Monica, CA

December 2013

SKILLS & INTERESTS

Skills: Autodesk Maya, 3Ds Max, Autodesk MotionBuilder, Adobe Flash, Photoshop Illustrator, After Effects, Microsoft Office, Proficient on PC & Mac and proficient in spanish.

Interests: Game animation, Unity and Unreal engine, gardening, reading.