

DIEGO GARNICA

Character TD

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Skills

Maya 2018
Unity 2017
Mudbox 2017
UVLayout
Photoshop CC 2018
After Effects CC 2018

InDesign CC 2018
Illustrator CC 2018
Atom
Audition CS6 / Premiere CS6
Combustion 4.0 Discreet
iWork / Office

Experience with
MEL / C++ / Python / PyQT / Json
Character Rigging
Facial Articulation
MoCap Clean up
Lighting

Experience

Technical Artist / Character Technical Director - Playstudios - Burlingame, CA	2017 - Present
Bridge the communication and coordination between the creative and technical teams Develop tools and scripts as necessary to optimize workflow for the artists Developed full 3D characters rigs, proper deformations, macros (correctives) and integration for an unannounced projects Optimize characters, game assets, meta features, memory and performance for the games Polish and improve technical solutions for pipeline designs Work in harmony with teams with different methodologies (Agile / Waterfall)	
Character Technical Director - Lightstream Animation - Petaluma, CA	2016 - 2017
The King's Daughter - 2016 (Feature Film). Unannounced (Animated Film). Tv Spots for Angry Birds Movie (Commercial). Developed full Characters Rig for cinematic use (Facial / Body Articulation, and Macros). Developed correctives and facial expression for various characters (For client approval).	
Freelance Character Animator - San Francisco, CA	2014 - 2015
Character TD and 3D Animator. Illustration for various branding campaigns.	
Creative Intern - Glad Works - Providence, RI	2013 - 2014
Illustrator & Graphic Designer. Developed a video series of animated banners to promote company identity. Logo design for branding campaign.	
Director Character TD and Character Animator - San Francisco, CA	2011 - 2013
Directed a team for the short film call Rapsallions a Collaborative Thesis Project . Wrote the initial story concept and worked closely with the team to develop the animation. Character TD and Animator.	
3D Character Animator - San Francisco, CA	2011
3D Animator for the collaborative project called Junior Giants. Animation & Layout.	
Production Coordinator / Colombian Army - Bogotá, Colombia	2009
Character TD and Character Animator. Worked closely and collaborated with staff to develop 3D Animation training videos. Managed a team of 8 for the animation production.	

Education

General Assembly - San Francisco, CA	2017
Python and Machine Learning	
Academy of Art University - San Francisco, CA	2011 - 2015
Master of Fine Arts 3D Animation	
Animation Collaborative - San Francisco, CA	2011
Animation demo and lecture workshop	
Military University - Nueva Granada - Bogotá, Colombia	2003 - 2007
Bachelor of Applied Science New Media Engineering	

Awards

Colfuturo - Bogotá, Colombia	2009
Loan - Scholarship for Graduate school	
Military University - Nueva Granada - Bogotá, Colombia	2007
First prize for the animated short film: "The Eagles Linage"	