

# Mark Aguilar

# Animator/Designer

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## OBJECTIVE:

To secure a challenging position as an animator or designer with a thriving company offering opportunities for professional development.

## SKILLS

### *Software;*

Maya 2009, 3dsMax 2009, AdobeFlash, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Microsoft Word, Excel, and PowerPoint

Proficient with both PC and Mac platforms

Strong tradition artistic skills

## EXPERIENCE:

*Brandissimo INC! - NFL Rush Zone.com, Urbaniacs.com*

Encino, California

### **Animator and Designer**

November 2007-Present

- \* Design backgrounds and characters for webisodes and casual games
- \* Character Animation for NFL Rush Zone webisodes and in-game play
- \* Character Animation for the NFL Rush Zone's "Wanda Wilkins"
- \* Lead designer for *Urbaniacs.com* social network
- \* Works with VP of creative affairs directly to solve and conceptualize new ideas
- \* Painted NFL Rush Zone characters for toy packaging
- \* Designed casual game "Wedgie Toss 2- Back in the Crack," which has had 13.5 million hits since its release

*Law Offices of Liana Nazaryan*

Palmdale, California

### **Co-Directed and Animation (freelance)**

November 2007

- \* Co-directed 20 second commercial for broadcast
- \* Animated entire 20 second commercial in short turnaround
- \* Character clean up

*Big Bad Tomato- Curious George Game*

Burbank, California

### **Animation and Clean up (freelance)**

October 2007

- \* Animated different game scenarios for Curious George game for PBS website
- \* Cleaned up game animations

*Wafickie Films – 20 second bumper*

Palmdale, California

### **Animation, character design and storyboard (freelance)**

October 2007

- \* Designed characters to be used in 20 second bumper for a new VH1 show
- \* Storyboarded 20 second bumper
- \* Animated 20 second bumper in short turnaround

*Cartoon Network- "Foster's Home for Imaginary Friends"* Burbank, California  
**Production Intern** September 2006 – April 2007

- \* Responsible for distribution of storyboards to all members of staff
- \* Created "Imaginary Friends" quick reference book for storyboard artist and character designers to help expedite production
- \* Provided story ideas for the following season to creator and head writer
- \* Organized archives allowing for accelerated asset reuse
- \* Co-lead with another intern to produce Cartoon Network's first ever intern newsletter

**EDUCATION:**

Art Institute Of Los Angeles- California Santa Monica, California  
Bachelor of Arts Media Arts and Animation Jun 2004 - Dec 2007

University of South Carolina Columbia, South Carolina  
Associates of Arts in Media Arts and Design September 2002- December2004