



Mark Aguilar

Animator Story Artist

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SUMMARY

Multi disciplined animation artist with experience, directing, animating, designing and project management.

SKILLS

Drawing, character animation, background design, background paint, character design, illustration, story development, motion graphics and graphic design

SOFTWARE

Adobe Photoshop, Adobe Illustrator, Adobe Flash, Sketchbook Pro, Storyboard Pro, Toon Boom Harmony, Adobe After Effects, Adobe Premiere, Word, Excel, Maya, Cinema 4d and Slack

EXPERIENCE

Animator and Designer, Red Team Games, Cards and Castles, Freelance

Santa Clarita, California Mar 2016 - Present

- Design characters based on an already existing style serving to maintain the popularity of C&C amongst its users.
- Illustrating cards that visually describe the cards unique ability in a single panel. Players then collect digital decks and use them in battle against other players.
- Animate attack, idle and walk states based on characters personality, backstory and unique ability, adding to a unique user experience.

Animator and Story Artist, Cosmic Toast Studios

Burbank, California Nov 2011- Mar 2016

- Directed the feature length film *Twinkle Toes Lights Up New York*, the second feature starring Skechers Entertainment's Twinkle Toes. Limited release nationally in AMC theatres in major US cities
- Worked with writers to develop story and script for "*Twinkle Toes Lights Up New York*" to maintain style and tone of brand throughout film to clients approval
- Animation Director for MGA Entertainment's popular LaLaloopsy ensuring animation reflected the high standards of the brand and of broadcast standards of Nick Jr.
- Animation Director on MGA Entertainment's spinoff of Lalaloopsy, *Lala Oopsies: A Sew Magical Tale*. Our crew output 44 minutes of animation in 30 days, ensuring timely delivery saving time and money
- Directed and animated music videos that have generated 10 + million views
- Oversaw the implementation of client notes, minimizing number of revisions, saving time, money and increasing repeat business



- Storyboarded on projects with a wide range of genres, styles and demographics, clients include Mondo Media, Skechers Entertainment, Maker Studios, MGA Entertainment and Unicef
- Implemented tracking system allowing for accurate accountability of shots, props, characters, assets and artist daily production. Information from system allowed studio to bid more accurately on future projects
- Developed and implemented pipelines based on projects' resources and goals. Successful in meeting short deadlines with minimal resources.
- Mentored and train younger artists helping them reach their artistic potential
- Worked with all departments, providing solutions, creative and technical to ensure production does not stall and delivers on time
- Collaborated with clients to help develop their idea from concept to final product
- Create, distribute and grade animation tests from third party vendors and artistic position candidates
- Worked with animators to achieve best possible character performances that drive narrative and reveal personalities that resonate with audiences.

Animator, Brandissimo

Encino, California Nov 2007- Nov 2011

- Animated casual games that drove high volumes of unique visitors to the NFL's youth targeted "NFL Rush Zone"
- Collaborated with programmers to design casual games that creating a unique experience for the player
- Worked with VP of Creative Affairs directly to solve, conceptualize and develop client ideas and concepts
- Lead Designer of Urbaniacs.com social network
- Designed and animated casual game "Wedgie Toss 2: Back in the Crack", look and animation were a key factor in its 13.5+ million plays

EDUCATION



Art Institute of California - Los Angeles 2004-2007
B.S. Media Arts and Animation

University of South Carolina, Columbia, South Carolina 2002-2004
Media Arts and Animation

REFERENCES

Available upon request.