

Eddie Mendez

3D Character Animator

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<http://eddiemendez.wix.com/portfolio>

OBJECTIVE

Seeking to obtain a rewarding, long-term career in the 3D animation field where I can further extend my talents and knowledge as an animator, while assisting my team in creating top notch animation that will push the industry to the next level.

SKILLS / SOFTWARE PROFICIENCY

- Autodesk 3DS Max and Maya
- Adobe Photoshop and Premiere Pro
- Zbrush
- Unity3D
- Understanding the 12 basic principles of animation
- Knowledgeable with Java and C#
- Multitasking and working with tight deadlines

EDUCATION

Northwest Vista College

01/2014 – 12/2015

- Graduate of Associate of Applied Science in 3D Animation Degree

ANIMATION EXPERIENCE

The Lady In Black

Self-Project 05/2013 – 05/2014

- Modeled objects in 3DS Max, imported into unity, programmed with unity scripting

Dead Siege

School Project 04/2015 – 12/2015

3D modeler / Animator

- Modeling, rigging, and animating characters and objects, exporting models and importing into unity and setting them up for the programmers.

WORK EXPERIENCE

HEB, San Antonio TX

Overnight Stocker - 03/2016 – Present

- Ensure product is stocked and blocked for business
- Audit and correct product counts to ensure backstock is low
- Teach and train new partners.

Domino's Pizza, San Antonio TX

Delivery Expert - 06/2015 – 11/2015

- Accountable for large amount of cash/credit
- Prepare product
- Receive and process telephone orders
- Take inventory and complete paperwork
- Clean equipment and facility daily

United States Marine Corps.

Powerline Harrier Mechanic - 07/2008 – 07/2013

- Fuel / oil aircraft
- Remove and replace aircraft engine
- Performed daily inspections of aircraft and safe them for flight
- Remove and replace aircraft tires
- In charge of tasking workers with duties to complete throughout the day