

Rosa Gonzalez

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WORK EXPERIENCE

	Location
Rancho Pacific Builders <i>Data Entry & Office Assistant</i>	September 2017- Present
<ul style="list-style-type: none">Assisted with data entry and various tasks like filing paperwork, invoices and deposits.Improved organization of paperwork, invoices and deposits.	
NOMI Studio <i>Animator</i>	San Gabriel, CA March 2017- June 2017
<ul style="list-style-type: none">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 <i>Front End (Seasonal)</i>	Inglewood, CA November 2016- December 2016
<ul style="list-style-type: none">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 <i>Animator</i>	Passadena, CA November 2015- October 2016
<ul style="list-style-type: none">Delivered Attack animations for upcoming PC video games.Advised with role-play mechanics and story lines and animations.	
OW! Entertainment <i>Animator</i>	Santa Monica, CA April 2015- September 2015
<ul style="list-style-type: none">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 <i>Freelance Character Animator</i>	Playa Vista, CA February 2015- March 2015
<ul style="list-style-type: none">Delivered character animation for different scenes.Consulted back and forth with other animators to achieve modified animation.	
CAI Studios <i>Animator</i>	Los Angeles, CA January 2014- November 2014
<ul style="list-style-type: none">Completed 2D levels and animated for AT&T Lunar New Year app game.Composed and updated social media content and engaged audiences.	
Duck Studios <i>3D Animation Intern</i>	Culver City, CA April 2014- April 2014
<ul style="list-style-type: none">Animated 2D characters in Maya for a chort called "Bad Cheese."	

EDUCATION

The Art Institute of California- Los Angeles <i>Bachelor of Science, Media Arts and Animation</i>	Santa Monica, CA
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SKILLS & INTERESTS

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

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