

Marcos González

Animator

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OBJECTIVE

To be an integral contributor in a company with a talented team of people that inspire and push one another to achieve excellence in character and creature animation.

EXPERIENCE

Animation Supervisor, Animation Director

Goldtooth Creative – February 2012-July 2013

Luximation – November 2010-June 2011

Jibber Jabber Toons Ltd. – August 2006-November 2007

- past projects include Feature Film, Television Series, Television Commercials and Video Game Cinematics
- met with the Directors to establish story points and performance requirements for sequences and shots.
- met with producers to establish schedules and budgets.
- calculated animation production time estimates for bids on new projects
- led teams of animators (ranging from 6-18 artists)
- rated shots for difficulty, identifying technical and acting/performance challenges
- assigned scenes to be animated
- evaluated submitted animation and assigned revisions or approved shots
- created libraries of reusable poses including: full body, hands, eyes/eyebrows, mouths/phonemes
- mentored junior animators
- provided technical expertise to solve artist's issues in Maya
- animated cycles
- animated shots (fully key-framed and motion capture clean-up with key-framed facial and hand animation)
- worked with the rigging department to help design animator friendly face rigs
- used Shotgun for shot assignment, notes and approvals

Lead Animator, Animator

Western Post – May 2014-Present

ZOIC Studios – February 2014-April 2014

Goldtooth Creative – January 2012

Bardel Entertainment Inc. – March 2008-October 2008 (3D), May 1994-April 1998 (2D)

- past projects include Feature Film, Television Series and Video Game Cinematics
- animated hand-drawn traditional 2D key-frame animation
- animated digital 3D (Maya) animation in cartoony and realistic styles
- animated realistic creatures
- animated lip sync performances for animal face replacement
- cleaned motion capture data and modified actions to enhance performances
- key-framed hand animation to work seamlessly with motion capture
- key-framed realistic facial animation as well as facial capture clean-up
- key-framed cartoony facial animation
- created poses for team for difficult or challenging shots
- supervised shot layout process fine tuning cameras and composition

Previs Artist (Maya)

The Third Floor Inc. – September 2013-February 2014

Prime Focus – July 2010-September 2010

- Feature Film Visual Effects sequences
- set up cameras and characters with the Director and VFX Supervisor
- set up lighting

Previs Artist (Maya) cont.

- wrote various tools to enhance efficiency of shot execution
- rigged vehicles, props and cameras; edited character rigs
- key-frame animated characters, vehicles, cameras and props
- key-frame animated creatures (fantasy and real-world animals)
- imported and edited motion capture data
- set up animation import and export solutions for the team
- set up stereo cameras for stereoscopic rendering: emphasized depth composition while minimizing eyestrain.

Storyboard Artist

Eh Okay Productions – July 2010
Bardel Entertainment Ltd.

- Storyboarded sequences for television series

Animation Instructor

Vancouver Institute of Media Arts (Vanarts) – October 1998-August 2006 (Classical Animation Program)
Vancouver Animation School – May 2011, March 2012

- lectured about animation principles and techniques
- demonstrated drawn, traditional key-frame approaches to various animation challenges
- demonstrated 3D key-frame techniques (Maya)
- designed curriculum and wrote supporting documentation
- performed student evaluations
- taught students 2D digital production software: Flash, Toonboom Opus (USAnimation), Adobe Premiere, After Effects, and Photoshop.
- instructed 3D animation program students using traditional animation techniques.
- recorded video lectures

STUDIO – PROJECT INFO

ZOIC Studios

“Once Upon A Time” (Television Series) - Animator

The Third Floor

“Not Yet Released Feature Film” Legendary/Universal Pictures - Animation (Previs)

Goldtooth Creative

“NBA Live 14” EA sports (E3 trailer) - Anim. Sup., Animation

“Crysis 3 – Sharp Dressed Man” Crytek/Cutwater (TV commercial) - Layout, Animation

“Thief 4 – Story Trailer” - Anim. Sup., Animation,

“Little Big Planet Karting” Sony (Video Game Cinematic) - Anim. Sup., Layout, Animation

“Forza Horizon” (Video Game Cinematic) - Anim. Sup., Animation

“Batman: Arkham Origins” (Video Game Cinematics) Warner Bros. - Anim. Sup., Animation

“Prototype 2” Activision (Video Game Cinematic) - Animation

“Prototype 2: New York Zero – Red Zone” Activision (Game Trailer) - Animation

“Sleeping Dogs” Square-Enix (Video Game Non-interactive Sequence) - Animation

Bardel Entertainment Inc

3D Animation - “Zeke's Pad” (Television Series)

2D Classical Key Animation – Clients include: Nelvana, The Lightspan Partnership, Cornell Abood/MGM Entertainment, PBS, Fox Entertainment/Digital Domain, Spike & Mike Festival of Animation, Cinar, Cine Group

Luximation

“The Clockwork Girl” (Feature Film) - Animation Director

Prime Focus

“Final Desination 5” (Feature Film) – Previs, Rigging, Animation

Eh Okay Productions

“Voltron Force” (Television Series) - Storyboards

Jibber Jabber Toons Ltd.

“Jibber Jabber” (3D television series) - Anim. Sup.

EDUCATION

July 2005

Part-time 3D Maya training Vancouver Institute of Media Arts, British Columbia Canada

April 1993

Classical Animation Sheridan College, Oakville, Ontario Canada