

## Freddy Burgos

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<b>Objective</b>	Seeking an opportunity where I can be part of a production team as an animator and help create memorable characters and scenes.
<b>Education</b>	<b>Advanced Studies in Character Animation</b> 8/2007 AnimationMentor.com, Berkeley, CA. Obtained a strong understanding of animating characters using the principles of animation. Also have an understanding of cinematography, editing, and frame composition.
<b>Recognition</b>	Featured Student for February 2006, AnimationMentor.com
<b>Software</b>	<ul style="list-style-type: none"><li>• Maya</li><li>• Softimage XSI</li></ul>
<b>Work Experience</b>	<b>Animator</b> 8/2014 to Present Method Studios, Santa Monica, CA <b>Animator</b> 10/2013 to 8/2014 Sony Computer Entertainment America, San Diego, CA Cinematic animator on The Last of Us: Left Behind as well as an undisclosed title. <b>Animator</b> 11/2012 to 7/2013 Sony Computer Entertainment America, San Diego, CA Cinematic Animator on key-framed and mocap shows. Involved animating main characters and numerous background elements/props. <b>Animator</b> 9/2012 to 10/2012 Pixomondo, Burbank, CA Animated facial replacements for the Grimm TV series. <b>Animator</b> 8/2012 to 9/2012 Hydraulx, Santa Monica, CA Animated realistic creatures for an unannounced TV show. <b>Animator</b> 6/2012 to 7/2012 Sony Computer Entertainment America, San Diego, CA Animating characters for cinematic sequences in upcoming titles. <b>Animator</b> 12/2011 to 6/2012 Pixomondo, Burbank, CA Animator on The Hunger Games, The Amazing Spider-Man <b>Animator</b> 11/2010 to 10/2011 Rhythm & Hues Studios, El Segundo, CA Animator on the Hop Marketing team, Hop short film, and Alvin and the Chipmunks 3: Chip-Wrecked. <b>Animator</b> 8/2010 to 11/2010 Sony Computer Entertainment America, San Diego, CA Animated vehicles, building destruction, and cameras for rendered cut scenes in Resistance 3.

**Animator** 10/2009 to 7/2010  
Image-Metrics, Santa Monica, CA  
Worked as a facial animator on various projects including a cg movie and cut scenes for Red Dead Redemption, NBA2K11, and Halo: Reach

**Animator** 9/2009 to 10/2009  
Eight VFX, Santa Monica, CA  
Animated realistic characters and creatures for two commercial spots (HP and Bavaria Beer)

**Animator** 8/2009 to 9/2009  
Image-Metrics, Santa Monica, CA  
Did facial animation for GTA IV: The Ballad of Gay Tony

**Animator** 7/2009 to 7/2009  
Eight VFX, Santa Monica, CA  
Animated character actions and cycles to be used by Blink 182 in concert.

**Animation Clean-up Artist** 10/2008 to 12/2008  
Jim Henson Creature Shop, Hollywood, CA  
Cleaned up motion capture animation for the Sid the Science Kid tv show.

**Animator** 8/2008 to 8/2008  
GiantSteps VFX, Venice, CA  
Animated bottles, props, and cameras on a series of commercials for Yakult.

**Animator** 5/2008 to 7/2008  
Technicolor Interactive Services, Burbank, CA  
Trained on Softimage XSI. Animated characters for game cinematics and in-game.

**Character Animator & Layout Artist** 7/2007 to 5/2008  
XLT, Inc, Hollywood, CA  
Animated various characters for a children's CG fantasy movie.

**Animation Apprentice** 5/2007 to 6/2007  
Rhythm & Hues Studios, Los Angeles, CA  
Participated in an animation apprentice program.

**Character Animator & Layout Artist** 2/2007 to 4/2007  
XLT, Inc, Hollywood, CA  
Animated various characters for an interactive DVD aimed at children.