

EDGAR | XAVIER

ANIMATION + THEMED ENTERTAINMENT + GRAPHIC DESIGN

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I am a senior animation student at Art Center College of Design, seeking to explore potential growth opportunities presented in the Themed Entertainment Industry.

EDUCATION

2016 - Present

Candidate for B.S in Animation

Art Center College of Design
Entertainment Design- Animation
Pasadena, CA

SKILLS

Software:

-Maya -Zbrush -ToonBoom Harmony
-Unreal Engine 4 -Sketchbook Pro
-Adobe Premiere Pro - 3DS Max

Soft Skills:

-Growth Mindset - Adaptability
-Storytelling - Creative Problem Solving
-Collaborative Contributor

HOBBIES

Travel



Cooking



Beachgoer



REFERENCES UPON REQUEST

WORK EXPERIENCE

2020-Present

Freelance 3D Modeler | Living Motion Productions

San Diego, CA

- Creation of 3D deliverables ready for 3D Printing
- Collaborate in art direction & provide proof of concept sketches
- Sculpt & cast molds for resin casting
- Figure finish details; Costuming & Paint

2017- Present

Graphic Designer & Branding Consultant | SoCal Shredz Board Co.

San Diego, CA

- Collaborated in the rebranding of an existing identity to pivot with clients interests.
- Created logos for company name & secondary graphics for products.
- Produced mock-ups of business cards, product brochure & layout of trade show booth.
- Provided art direction for social media posts.

RELEVANT COURSEWORK

Summer 2021

Themed Attraction & Exhibit Design

- Designed various elements for a theme park attraction including: Key Art, Graphics, Storyboards and Scale Plans

SPRING 2021

Portfolio 1

- Modeled and Assemble a visual massing model of an amusement park in Unreal Engine 4

SUMMER 2020

Intro to 3D for Themed Entertainment

Themed Entertainment Creative Academy

- Design and Model Attraction operation booth in 3DS Max

Fall 2018

Themed Attraction & Exhibit Design

ArtCenter Independent Study

- Designed and compiled design intent package for themed attraction