

# David Martinez

## Mid-Level Animator

### Dynamic animator with a passion for immersive digital storytelling

Versatile animator with eight years of experience in 3D modeling, motion graphics, and VFX. Skilled at collaborating with cross-functional teams to produce high-quality content for television, film, and video games.

## CONTACT



(123) 456-7890



email@example.com



LinkedIn | Portfolio



Los Angeles, CA

## EDUCATION

May 2017 | Bachelor of Arts in  
Digital Animation

University of Southern California,  
Los Angeles, CA

## KEY SKILLS

- 3D animation
- Autodesk Maya
- Motion capture integration
- Rendering optimization
- Visual storytelling

## PROFESSIONAL EXPERIENCE

### Animator | DreamPixel Animation Studio | Los Angeles, CA

June 2019 – Present

- Led animation projects for a popular children's TV show, earning a 15% increase in audience ratings
- Developed 3D character animations for a blockbuster video game, achieving a 98% approval rating from beta testers
- Optimized rendering workflows to reduce project turnaround times by 20%

### Junior Animator | PixelArt Productions | Los Angeles, CA

July 2017 – June 2019

- Assisted in creating VFX for three award-winning independent films
- Coordinated with directors and storyboard artists to design animations that aligned with creative vision
- Conducted motion capture sessions and edited resulting animations for cinematic projects

## CERTIFICATIONS

- Autodesk Maya Certified Professional, May 2021