

Pedro De La Cruz

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Objective: Become the characters, bring them to life where movement and FX illustrate exceptional stories that capture the full essence.

Skills:

- Maya
- Adobe(Photoshop, Illustrator, After FX)
- 3D Max
- Z Brush
- Real Flow
- 3D Animation
- 3D Rigger
- After Effects

Employment *Elance*

Jan 2012 - Present

3D/2D Generalists

- <https://www.elance.com/s/pdiddy56/> - 3D & 2D Contract Jobs.

No Limit Games

March 2013 - Present

3D Character Animator

- Animate 3D characters for games.

BSM Animation Studios Inc.

March 2013 - June 2013

3D Rigger/Animator

- Rig and fix rigs of pre-made models. Then animate them for games, film, and commercials.

Animation Libation Studios

Oct 2012 - Present

3D Rigger/Animator

- Rigging pre-made models and animating self-created rigs for different scenes.

Freelance for Stephen Lloyd (Hustler/Vivid)

June 2012 - Dec 2012

3D Artist

- Freelance 3D Artist in charge of creating scenes, characters, and assets by modeling, texturing, rigging, and lighting.

US ARMY

Jan 2003 - Jan 2012

Multimedia Illustrator

- Create graphic products for various visual media, such as pamphlets, logos, advertisement, posters, and such for the military.

Education

Westwood College

Game Art & Design Bachelor's Degree Received JUN2012

May2012 - Present

2007 - 2012