

Emeroy Bernardo

Character Animator/Rigger

(818) 288-8007

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Glendale, CA

Objective

To be able to fully utilize my abilities, knowledge, and experience with an opportunity for growth and advancement.

Education

6/2005-9/2008

The Art Institute of California – Los Angeles
Media Arts and Animation, Bachelor of Science
CGPA: 3.4

Skills

Maya
3D Studio Max
Adobe Photoshop
Flash
Adobe After Effects
Mel Scripting
Powerpoint
MS Word
Acid Pro
Zbrush
Adobe Illustrator Adobe
Premiere
Final Cut Pro
Sound Forge

Experience

8/2009-11/2009

Full Mental Jacket – Los Angeles, CA

- Motion graphics animation.
- Medical animation pertaining to cardio vascular system
- Match moving/track matting
- Rebuild 3D sets and animations for various shows

1/2009-7/2009

Technicolor Animation & Interactive Services – Burbank, CA

- Setup and skinned various characters and objects
- Setup animation rigs to receive animation from mocap skeletons
- Transfer animation and setup files for final delivery
- Mocap acting for various scenes
- Problem solving for any character rig issues and animation transfer issues.

4/2008-9/2008

Treyarch Corporation – Santa Monica, CA

Quantum of Solace - Internship

- Skinned and painted weights for about 3 to 5 hyper-real characters a day
- Transferred skin weighting information to lower levels of detail (LODS)
- Painted weights on the face of characters.

Transferred the facial weighting to other major characters

4/2007-9/2008

Red Giant – Santa Monica, CA

Janitors of Time

- Character Animator

The Depot

- Background Artist

Stone Age Story

- Concept Artist

Character Animator

3/2006-9/2007

Game Wizards – Santa Monica, CA

Mythos Cinematic Team

- Assistant Rigger
- Motion Graphics
- Character Animator

Detox Cinematic Team

- Rigger
- Previz Artist

Honors

Best of Quarter Rigging
Best of Quarter Character Animation

Personal Interests

Breakdancing
Popping
Locking
Housing
Choreography
Tricks/Flipping
Writingb

References Available Upon Request

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