

Adrian Gutierrez

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CREATIVE EXPERIENCE

School of Visual Arts — Thesis Collaboration (1:39 length) Aperture - 2015

Animation Artist - Exterior environment/background objects interacting with character.

Troma Entertainment — 2017 - 2018

Volunteered as graphic designer, video editor, and office duties. Coordinated and reviewed material for Troma film festival 2017.

EDUCATION

School of Visual Arts, NYC, NY — *BFA Computer Arts* Fall 2011 - 2015

Bachelor of Fine Arts degree in Computer Art, Computer Animation, and Visual Effects.

QUALIFICATIONS SUMMARY

- Have an in-depth knowledge about photography and video principals, while using the instruments needed to achieve a vision
- Developed an extensive knowledge of design methods, tools, and the principals involved in executing a concept from start to finish
- Able to work independently or as part of a team, while being energetic, dedicated, and reliable
- Able to produce clever ideas about a given topic, situation, or solve a problem in a creative manner
- Maintain an emphasis on quality, while multi-tasking in a demanding environment
- Ability to learn, adapt, and develop an understanding of new technology

SKILLS

Platforms: Windows, Mac, Linux

Graphics: Maya, Mudbox, Z-Brush, Cinema 4D, 3D-Coat, Nuke, Substance Painter, Photoshop, MotionBuilder, Keyshot, SpeedTree

Lighting/Render: Arnold, Mental Ray, V-Ray

Film/Videos: Final Cut Pro, After Effects, Premiere Pro

Music: Adobe Audition, ProTools

Camera: Canon 60D, Black and white photography

Misc Software: Microsoft Office, VMware Fusion, Acrobat

Other: Drawing, Silk-Screen printing, 3D-Printing, Skateboarding