

ANTONIO GOVELA

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*Senior-Level XSI Generalist ■ Character Technical Director ■ Technical Animator
Character Artist ■ Character Animator ■ Asset Artist ■ Texture Artist
Compositor ■ Modeler ■ Scene Assembler*

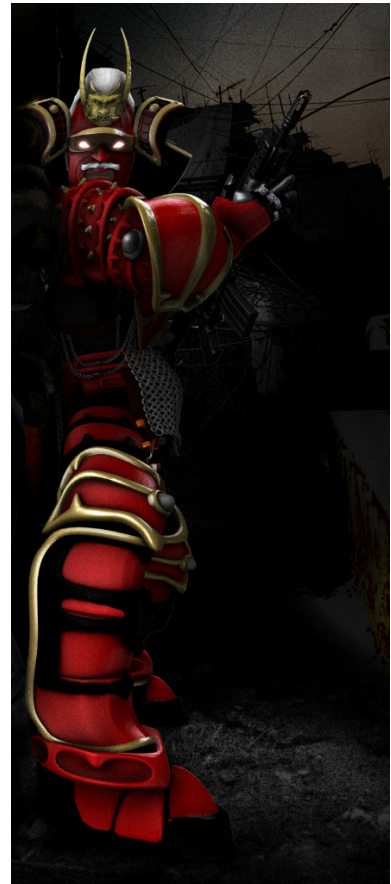
HIGHLIGHTS OF QUALIFICATIONS

Accomplished animator, artist, production coordinator, instructor, and creative and organizational contributor to the film, TV, game, and multimedia industry. Leader and team builder with exceptional communication and organization skills.

Diverse and in-depth artistic and technology skills and experience highlighted by superior understanding of light, color, and composition, and expertise in 3D principles: modeling, texturing, rigging, animation, characters, props, scenes, and compositing.

English (fluent) and Spanish (native) language skills with valid authorization to legally work in the U.S.

- **Character Technical Director:** Game Character Pipeline setup, with thorough understanding of realtime-engine and programming requirements. Creation of 3D Skeletal rigs and animation tools for animation department. Motion Capture pipeline implementation.
- **3D Animation and Visual Effects:** Over 12 years in 3D animation, visual effects, and media production. Partnered with concept artist in the production of film opening sequence for the Sitges International Film Festival, serving as 3D animator, scene assembler, and scene lighter. Strengths include organic modeling with subdivision surfaces, high/low polygon modeling, Zbrush modeling for high resolution, texturing, lighting tools, compositing of 3D elements in a 2D scene, compositing, and render management.
- **SoftimageXSI Expert:** 6 years of advanced-level SoftimageXSI experience and 6 years of Softimage 3D experience. Involved in the conception, development, and product launch of *Noesis Interactive*, a DVD video training series in video game modding, character modeling, texturing, and animation using SoftimageXSI and Valve's Source technology to create Half-Life 2 game characters and animations.
- **SoftimageXSI Instructor Certification:** Earned certification in 2003. Conceived, established, and administered The Fiction Lab Animation School. Served as primary 3D animation instructor, teaching 150 students.
- **Film and Television Animation, Production and Coordination:** More than nine years of production experience, from concept to delivery on-time and within budget, including: scheduling, budgeting, direction, supervision, creative coordination, and the management of client and third-party production team relationships. Creation of CG Digital effects for several film and TV commercial projects.



PROFESSIONAL EXPERIENCE

OBSIDIAN ENTERTAINMENT INC, Irvine, California. July 2007 - Present.

Character Technical Director

- Character Pipeline implementation for SEGA Aliens®
- Worked with Lead Animator and core programming team to create and manage character pipeline.
- Worked closely with Modeling Department to ensure that models are suitable for rigging and performance needs.
- Optimize production workflow for the animation team.
- Created mocap pipeline using Motion Analysis, Motion Builder and XSI
- Created and maintained character pipeline and troubleshooting of all rigging issues
 - Created creature rigs with custom animation tools
 - Support the animation team's technical needs
 - Created, debugged and maintained ragdoll physics for characters and creatures
 - Created scripts for integrating synchronized animation
- Created facial animation and facial customization pipeline using XSI and FaceFX Studio.
- Created, debugged and maintained ragdoll physics for characters and creatures.
- Created Animation transfer retargeting tools
- Animation exporting and game integration
- Debugging animation issues in Windows and console dev kits
- Created and maintained vehicle rigs
- Create and maintain animation pipeline technical documentation
- Havok Behavior® Character Setup

LEFT COAST DIGITAL, Aptos, California. Sept 2005 - June 2007

Senior 3D Artist

- Progressed from Senior 3D Animation Artist to Animation Supervisor and Project Coordinator for the DVD home entertainment production company. Establish and administer project schedules and maintain quality control. Manage in-house and overseas staff of digital and texture artists, animators, and 3D modelers.
- Tapped to manage in-house and overseas team of eight artists in the restoration and digital re-mastering of the film, *Bride of the Monster*, for HD-DVD release by Eclipse/BCI Home Entertainment.
- Conceived, proposed, and managed the development of a DVD video training series in video game modding and animation. Developed and presented a proposal to Left Coast ownership and Valve for partnership in development of *Noesis Interactive*, an interactive learning experience teaching video game modding, character modeling, texturing, and animation using Softimage|XSI to create Half-Life 2 game characters.
- Manage animator, programmer, digital artist, web designer, and 10 beta testers in development of *Noesis Interactive*. Developed and recorded lessons using Softimage|XSI and Adobe Photoshop to produce unique English and Spanish, interactive game development/animation video training product. Product was successfully launched in September 2006, and includes beginner and advanced training and bundled with Softimage | XSI software.

FICTION LAB ANIMATION SCHOOL, Mexico City, Mexico. 2003 - 2005.

Animation Supervisor / SoftimageXSI Instructor / School Founder & Administrator

- Conceived, established, and publicized animation school as the conceptual energy and subject matter expert member of four-person business partnership.
- Publicized and marketed school through Internet marketing, including highly visible Softimage website presence, and trade show appearances. Attracted 200 students for initial school semester.
- Contributed to the design and construction of school facility. Set up system and network infrastructure with 50 high-productivity workstations and leading media production/animation software. Managed school technology assets and resources.
- Identified, recruited, and hired 18 instructors in 3D and classical animation, life drawing, stop motion, rendering, compositing, sculpting, storyboarding, and acting. Served as Animation Supervisor, Senior 3D animation/SoftimageXSI instructor.
- Instructed students in animation and served as animation supervisor for student films and production studio projects, including the Gerardo Alvarez-directed 2004 short film, *El Show del Vampiro*, the most viewed film in Mexican history with nine million viewers.

ANIMATICA, Mexico City, Mexico. 2002.

SoftimageXSI Generalist / Animator

- Served as XSI specialist for start-up animation for advertising company spin-off of Ground Zero Software. Recruited by owner to be the animator, modeler, texture artist, and compositor for the production of 2D and 3D animation and live action commercials for television and film.
- Contributed to the production of numerous advertising projects including Pepsico Chester Cheetos animated campaign, Hershey Foods / Grupo Lorena's Pelon Pelo Rico candy campaign, Dannon Danonino commercial, and Citicorp's *Banamex-Xtreme* 35mm short film.
- Designed 3D environments; modeled and animated characters; designed, assembled, lighted, and composited scenes; composited 2D animated characters into animated 3D scenes; and served as render wrangler for render farm.

GROUND ZERO SOFTWARE, Mexico City, Mexico. 2000 - 2001.

Senior 3D Animator / Production Coordinator

- Coordinated all production and functioned as senior animator for the software development company. Planned and managed production schedules, resources, and staff of five animators and texture artist, as primary representative to clients and third-party studio/production team members in the production of multiple TV advertising and multimedia projects, including Alpura Group Fortileche campaign TV commercial production and the upcoming animated motion picture, *Sabel, Redemption*.
- Managed production teams and resources for production projects. Scheduled and facilitated pre-production meetings, production meetings, and client screenings. Supervised audio talent casting, recording, and off-site sound mixing. Assured client satisfaction and acceptance of final TV or film product.
- Assessed team member strengths and assigned to complementing projects in the supervision of animation. Managed render farm, planning for productive processing. Tracked animation sequences and reviewed rendered sequences for compositing.
- Functioned as pre-viz, effects, and composite artist for the *Sabel, Redemption* motion picture. Designed 3D environments, created particle and atmospheric effects, and composited 2D animated character into 3D animated scenes.

ANIMASstudio, Mexico City, Mexico. 1996 - 1999.

Lead 3D Animator / Production Coordinator

- Promoted to Production Coordinator, coordinating a team of animators, texture artists, audio recording and editing specialists, and concept artist, while continuing as a 3D artist for the animation studio.
- Coordinated or contributed to multiple film and television animation projects, including Coca-Cola 35mm film opening for MM Cinemas and 3D animation and special effects for the motion picture *In the Country Where Nothing Happens* directed by Mari Carmen De Lara.
- Performed scene assembly, lighting, and texture, in addition to 3D animation and special effects.

EDUCATION / CERTIFICATION / TECHNICAL COMPETENCIES

Education:

9ZEROS - SCHOOL OF ANIMATION, Barcelona, Spain

Master of Art & Animation. 2003.

TECHNOLOGICAL INSTITUTE OF MEXICO, Mexico City, Mexico

Bachelor of Science in Computer Science and Graphic Design. 1996.

Certification:

XSI Instructor Certification - Softimage, Montreal, Canada. 2003.

Programming Languages: VBscript , Python.

Software & Applications: Softimage|XSI, Adobe PhotoShop, and Adobe After Effects - Advanced Level
Motion Builder, Z-Brush and Discreet Combustion - Experienced Level
Autodesk Maya - Basic Level
Next Limit Technologies RealFlow - Familiarity
Match moving Boujou - Familiarity