

Manuel Saldana

C H A R A C T E R A N I M A T O R

OBJECTIVE I have a strong desire to make inanimate characters come to life on screen. I am confident in my skills in animation as well as directing a team and managing workflow.

SOFTWARE Maya, Flash, Photoshop, Indesign, After Effects, Premier Pro

EDUCATION **THE ART INSTITUTE OF CALIFORNIA-SILICON VALLEY**
Bachelor of Science (*Media Arts/Animation*) **Jan, 2012-Spt, 2015**

WORK EXPERIENCE **CALIFORNIA'S GREAT AMERICA**
Team Lead (*Ride Operations*) **March, 2015-Nov, 2015**
Lead a group of seven associates in operating three rides, managed their break and lunch times.

THE ART INSTITUTE OF CALIFORNIA-SILICON VALLEY
Director/Animator (*Out of Order*) **Nov, 2014-June, 2015**
Directed two other classmates with making a short film. Helped with character animation, modeling, compositing.

ARIA GAMES & ENTERTAINMENT, INC.
Beta Tester (*Mobile Games*) **Apr, 2014-Apr, 2015**
Helped with testing a mobile game due to release at the end of the year. worked with developers in spotting bugs and gave constructive feedback regarding UI design and functionalities.

REFERENCES AVAILABLE UPON REQUEST

