

Stephen Eusebio

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3D Character Animator & Rigger

OBJECTIVE

To bring characters to life in 3D and assist fellow animators with rig issues and customizations

TECHNICAL SKILLS

- Autodesk Maya
- 3D Studio MAX
- Adobe Photoshop
- Adobe After Effects
- Adobe Flash
- Z-Brush

EXPERIENCE

Petrol Advertising

"Petrol 3D Department"

March 2009 - Present

3D Generalist

- 3D and 2D animation for web virals, spots, cinematics, and commercials
- Created animatable and poseable rigs for print and animation
- 3D modeling, texturing, and lighting for web virals, spots, cinematics, and commercials
- Developed story boards for web virals and spots

Red Giant (Art Institute Animation Production Team)

"Stone Age Story"

July 2007 – September 2008

Creator/Director/3D Generalist/Story Artist

- Created and directed student animated short
- Lead team of 10+ people each quarter
- Constructed working animation pipeline

"The Depot"

January 2007 – March 2007

Flash Animator

- Animated characters in Flash

Game Wizards (Art Institute Game Cinematic Production Team)

"Mythos"

October 2006 - July 2007

3D Animator / Rigger

- Worked in a cinematic parallel production pipeline
- Animated and Rigged characters in 3D

Peter Rossi/Director

"Unannounced"

March 2008 – September 2008

Montage Artist Intern

- Motion Graphics, Created Photoshop Assets, 3D Modeling, Texture Artist

Horizons Edge Consulting

"Jellybean Friends"

February 2008 – present

Flash Game Customization / Freelance

- 2D Flash Animator and Illustration, Game Tester

EDUCATION

The Art Institute of California - Los Angeles

Graduated September 2008

Bachelors Degree of Science in Media Arts & Animation