

Cody Cisneros

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3312-3 Jamaica Princess Place

Las Vegas, NV 89084

Experience

Inviro Studios of Steelman Partners

(August 2010 - Present)

3D Character Animator

Responsible for the rigging and animation of characters and objects in 3ds Max

Freelance

Motion Mogul

(November 2011 – December 2011)

Animator/3D Artist

Animation for casino game cinematics, as well as some modeling and texturing

Anne Johnson Architecture

(August 2010 – January 2011)

3D Modeler

Architectural Pre-visualization:: 3D Modeling, texturing, and rendering in Maya

Skills

- Experienced animating quadrupeds as well as bipedal characters in 3ds Max and Maya
- Strong understanding of animation principles and 3D character animation
- Able to build custom rigs using max bones as well as CAT
- Experienced in rigging and skinning/weighting in 3ds Max
- I have a passion for art and animation and I am eager to learn and gain experience in the film and/or video game industry

Software

Maya

3ds Max

After Effects

Photoshop

Illustrator

Premiere

Education

The Art Institute of Las Vegas

(2006 – 2010)

Bachelor of Science :: Media Art & Animation
