

Freddy Burgos

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Objective	Seeking an opportunity where I can be part of a production team as an animator and help create memorable characters and scenes.
Education	Advanced Studies in Character Animation 8/2007 AnimationMentor.com, Berkeley, CA. Obtained a strong understanding of animating characters using the principles of animation. Also have an understanding of cinematography, editing, and frame composition.
Recognition	Featured Student for February 2006, AnimationMentor.com
Software	<ul style="list-style-type: none">• Maya• Softimage XSI
Work Experience	<p>Senior Animator 8/2014 to Present Method Studios, Santa Monica, CA Avengers: Infinity War (animator) Guardians of the Galaxy Ride: Monsters After Dark (animation lead) Spiderman: Homecoming (animator) Guardians of the Galaxy Vol. 2 (animation lead) Doctor Strange (animator) Captain America: Civil War (animator) Ant-Man (animation lead)</p> <p>Animator 10/2013 to 8/2014 Sony Computer Entertainment America, San Diego, CA Cinematic animator on various shows involving mocap and keyframe animation.</p> <p>Animator 11/2012 to 7/2013 Sony Computer Entertainment America, San Diego, CA Cinematic Animator on key-framed and mocap shows. Involved animating main characters and numerous background elements/props.</p> <p>Animator 9/2012 to 10/2012 Pixomondo, Burbank, CA Animated facial replacements for the Grimm TV series.</p> <p>Animator 8/2012 to 9/2012 Hydraulx, Santa Monica, CA Animated realistic creatures for an unannounced TV show.</p> <p>Animator 6/2012 to 7/2012 Sony Computer Entertainment America, San Diego, CA Animating characters for cinematic sequences in upcoming titles.</p> <p>Animator 12/2011 to 6/2012 Pixomondo, Burbank, CA Animator on The Hunger Games, The Amazing Spider-Man</p> <p>Animator 11/2010 to 10/2011 Rhythm & Hues Studios, El Segundo, CA Animator on the Hop Marketing team, Hop short film, and Alvin and the</p>

Chipmunks 3: Chip-Wrecked.

Animator 8/2010 to 11/2010
Sony Computer Entertainment America, San Diego, CA
Animated vehicles, building destruction, and cameras for rendered cut scenes in Resistance 3.

Animator 10/2009 to 7/2010
Image-Metrics, Santa Monica, CA
Worked as a facial animator on various projects including a cg movie and cut scenes for Red Dead Redemption, NBA2K11, and Halo: Reach

Animator 9/2009 to 10/2009
Eight VFX, Santa Monica, CA
Animated realistic characters and creatures for two commercial spots (HP and Bavaria Beer)

Animator 8/2009 to 9/2009
Image-Metrics, Santa Monica, CA
Did facial animation for GTA IV: The Ballad of Gay Tony

Animator 7/2009 to 7/2009
Eight VFX, Santa Monica, CA
Animated character actions and cycles to be used by Blink 182 in concert.

Animation Clean-up Artist 10/2008 to 12/2008
Jim Henson Creature Shop, Hollywood, CA
Cleaned up motion capture animation for the Sid the Science Kid tv show.

Animator 8/2008 to 8/2008
GiantSteps VFX, Venice, CA
Animated bottles, props, and cameras on a series of commercials for Yakult.

Animator 5/2008 to 7/2008
Technicolor Interactive Services, Burbank, CA
Trained on Softimage XSI. Animated characters for game cinematics and in-game.

Character Animator & Layout Artist 7/2007 to 5/2008
XLT, Inc, Hollywood, CA
Animated various characters for a children's CG fantasy movie.

Animation Apprentice 5/2007 to 6/2007
Rhythm & Hues Studios, Los Angeles, CA
Participated in an animation apprentice program.

Character Animator & Layout Artist 2/2007 to 4/2007
XLT, Inc, Hollywood, CA
Animated various characters for an interactive DVD aimed at children.