

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.
Demo Reel	https://www.freddyburgos.net/
Software	<ul style="list-style-type: none">• Maya
Work Experience	Infinity Ward 5/2019 to Present Senior Animator Call of Duty: Modern Warfare Method Studios 8/2014 to 5/2019 Senior Animator 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) Sony Computer Entertainment America 10/2013 to 8/2014 Animator The Order: 1886 (PS4) The Last of Us: Left Behind (PS3) Sony Computer Entertainment America 11/2012 to 7/2013 Animator Knack (PS4) Puppeteer (PS3) Pixomondo 9/2012 to 10/2012 Animator Animated facial replacements for the Grimm TV series. Hydraulx 8/2012 to 9/2012 Animator Animated realistic creatures for an unannounced TV show. Sony Computer Entertainment America 6/2012 to 7/2012 Animator Animating characters for cinematic sequences in upcoming titles.

Pixomondo 12/2011 to 6/2012
 Animator
 Animator on The Hunger Games, The Amazing Spider-Man

Rhythm & Hues Studios 11/2010 to 10/2011
 Animator
 Animator on the Hop Marketing team, Hop short film, and Alvin and the Chipmunks 3: Chip-Wrecked.

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

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

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

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

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

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

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

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

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

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

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