

Leo Tolentino

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Objective

To find a technical artist position in which I can use my technical skills, problem solving abilities, and artistic eye to help in the workflow; to be in a constant state of learning and to achieve expertise in the field of technical direction.

Technical Qualifications

Software

Maya

After Effects

Dreamweaver

Illustrator

Photoshop

Flash

Vicon Motion Builder

Unreal Editor

Relic WorldBuilder

Languages

MEL

Flash ActionScript

Basic C++

HTML

Platforms

PC

Mac

Skills

Concept Art

Storyboarding

Scripting

Anatomical Knowledge

Maya

-Rigging

-Skinning

-Modeling

-Animation

-Dynamics

Fine Art

-Drawing

-Sculpture

-Color Theory

Employment

Chisel-It Ice Sculptures, Concord, CA – Ice Sculptor/Technician

2001-2004

-Operated CNC computer that would automatically carve ice blocks.

-Honed knowledge of 3D form.

-Few employees, worked on own schedule.

-Worked long hours, and under severe deadlines.

Hilton Hotels Corp., Fairfield, CA – Night Auditor / Front Desk Agent

2002-2004

-Earned a managerial position.

-Learned team building skills and management of employees.

-Maintained a constantly changing schedule, working graveyard shifts and afternoon shifts

Experience

Design Agents Studios, Sonoma CA –Animator

2001-2003

-Worked using flash to create animations for web sites.

-Did problem-solving and debugging with websites before presentation.

-Worked under strict deadlines.

-Few employees, being the only animator in the company.

Ex'Pression College, Emeryville, CA – Rigging/Scripting/Level Design

2004-2006

-Rigged and skinned over a dozen characters for fellow students and staff.

-Acted as Level Designer for "Abandoned Hope," a game level for the Unreal Editor.

-Created custom scripts requested by fellow students.

-Created custom rigs to suit individual animator's needs.

Education

Ex'Pression College for Digital Arts

2004-2006

-Bachelor of Applied Science in Animation and Visual Effects