

Ruben R. Gonzalez – A Marine with A Strong Work Ethic

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WORK EXPERIENCE

Rosendin Electric Incorporated Contractors, San Jose CA 95133 **August 2016 – December 2016**

IBEW Local 11 - First Year 40% Inside Wireman Electrical Apprentice – Photovoltaic Operations

- Layout/Blueprint Reading
- Prefabrication of underground utility conduit/structures/flexible conduit for two 5 MW inverter/transformer pads
- Pulling 750 kcmil feeder wire into 5 recombiner boxes,
- Prefabrication, measurement & installation of 500 raceway supports, and 200 raceways
- Finishing devices/wire management of four-hundred 19 panel circuits

Schneider National, Fontana, CA 92335

December 2014 – July 2016

Class "A" CDL Company Driver – Van Truck Load/11 Western Regional

- Hazmat, Doubles/Triples, Tankers Endorsements
- Responsible for safely transporting loads weighing up to 80,000 pounds across interstates
- Proper pre/post-trip inspections, trailer integrity verification, DOT inspections, air brakes tests
- Loading/unloading, preventative maintenance, trip-planning

ProLogix Software & Automation, Bakersfield, CA 93309

November 2012 – August 2013

Independent Contractor – Animation Specialist

- Animated props, cameras, equipment, and dynamics, blocked in all rough animation for review and approval
- Utilized sphere nParticles to create dynamic effects, created models of industrial equipment
- Lighting and Rendering in Mental Ray, reading maintenance manuals to assist in operation and function of desiccant air dryers
- R&D of different operating procedures related to transferring 3d data sets from Maya into PDF

Ghost Machine LLC, Sherman Oaks, CA 91403

January 2012 – March 2012

Freelance 3D Animator/Generalist

- Participated as a team member of 4 artists by taking direction from the Art Director/Supervisor
- Collaborated with the editorial department to incorporate animatic work into the production reel
- Worked with existing storyboards to block all shots in 3d animatic form, and all rough animation
- Responsible for modeling rough pre-visualization and final city props, skyscrapers, and stand in vehicles
- Responsible for setting up skeletal and deformation systems for props and vehicles
- Animated props, trees, bushes, vehicles, and buildings, completed 17 shots totaling over 3 minutes in 6 weeks/ 332 man hours

Credits include: Toyota proof of concept commercial

Flight33 Productions, Sherman Oaks, CA 91403

June 2011 – January 2012, May 2008 – December 2010

3D VFX Lead Artist/Interim 3D Supervisor

- Supervised a team of 5-8 artists over a period of several weeks while a new 3D Supervisor was getting settled in
- Provided orientation of all production tools, assets, and pipeline workflows to new hires
- Troubleshoot and reworked several dozen shots with complex nParticle/Particle/Fluid simulations
- Coordinated with the VFX Supervisor to strategize and expedite over 30 shots for "History of the World in 2 Hours"
- Set up anaglyph stereo cameras for 30 shots, animated props, cameras, characters, and dinosaurs
- Blocked in all rough animation and layouts for review and approval
- Utilized point particles to create dynamic breaking of planetary bodies for 6 shots
- Used non-dynamic and dynamic fluid simulations to create supernovas and nebulae for 10 shots

Credits include: The Universe Seasons 2-6, History of the World in 2 Hours, Alternate History, Invisibles, When Aliens Attack, What Animals Think, and Life After People

Sassoon Film Design, Santa Monica, CA 90291

January 2011 – June 2011

Matchmover/3D Depth Artist

- Match moved scenes using Maya and tracking data to create a 3-Dimensional environment from 2D footage.
- Imported tracking information into Maya using industry standard techniques for scene layout
- Modeled every object to roughly match every item in the live action plate
- Blocked in rough animation of all objects and characters that are moving for review and final approval
- Setup Z-Depth passes according to layer breakdowns of all objects and characters per supervisor's direction
- Responsible for rendering all shots and final delivery to the compositing department

Credits include: The Smurfs, Harry Potter and the Deathly Hallows - Part 2

EDUCATION

Alliance School of Trucking, Chatsworth, CA 91311

Class "A" Certified – HAZMAT/Tankers/Doubles/Triples Endorsements
Certificate – Select Driver Development 600hr Tractor Trailer and Safety Program
GPA 3.5

July 2014 – September 2014

United States Army Medical Department Center & School, Fort Bragg, NC 28307

NREMT Certified
Diploma – Healthcare Specialist (MOS-T) Course 081-68W10
Phase 1 GPA 78%, Phase 2 GPA 85%, Phase 3 GPA 82%

March 2013 – June 2013

Illinois Institute of Art - Chicago (Art Institutes), Chicago IL. 60654

Bachelor of Fine Arts in Media Arts and Animation
Cumulative: 180 Credit Hours GPA 3.5

October 1999 – September 2006

Computer Sciences School, Twentynine Palms, CA. 92277

Marine Corps Communication-Electronics School

Small Computer Systems Specialist Course
GPA 96%

September 1998 – December 1998

SKILLS

- Excellent working knowledge of character animation tools and Maya
- Can animate in different styles from stylized to realistic, with varying levels of complexity
- Knowledge of skeletal and deformation systems and the principles of character motion
- Knowledge using Maya Software and Mental Ray
- Knowledge of modeling props and characters
- Working knowledge of Flash, ZBrush modeling techniques, SynthEyes, After Effects
- Working knowledge of 2d animation techniques using traditional media, as well as Plastic Animation Paper
- Experience in doing simple compositing work, using particle, nParticle, and fluid dynamics, and render layer setup
- Proficient in Photoshop CS4 utilizing digital painting and photo editing techniques
- Rudimentary experience in Nuke and Autodesk Composite (Toxik)
- Rudimentary knowledge of Unity3D, MEL, Python, and Ruby
- Rendering experience in traditional mediums such as oil, acrylic, airbrush, pencil, charcoal, and markers

MILITARY

Army National Guard

• Sergeant, M.O.S. 68W Combat Medic, Secret Security Clearance, Honorable Discharge

December 2012 – December 2015

Marine Corps Reserve

- Sergeant, M.O.S. 2542/4066/0651 Small Computer Systems Specialist, Secret Security Clearance, Honorable Discharge
- Activated in Support of Operation Iraqi Freedom 1, and 2.2
- Excelled as a Tactical Data Network Technician, Integrated Maintenance Management System Clerk
- As a Data Network Specialist Shift Supervisor provided guidance and managed a shift of three Marines that resolved more than 150 client and network trouble tickets per month, assisted in the setup of all communications for a southern Naval Fleet hospital

January 1998 - April 2006

HONORS RECEIVED/VOLUNTEER WORK/MILITARY AWARDS

- Best in Show Award for Graduate Portfolio
- Student Volunteer Boston Siggraph 2006
- Dean and Presidents List for achieving a 4.0 GPA at Illinois Institute of Art - Chicago (Art Institutes) 1999
- Awarded "The Most Versatile" at Camp Jorn YMCA 1992
- Global War on Terrorism Expeditionary Medal - For honorable service abroad in support of Global War on Terrorism operations on or after 11 September 2001
- Global War on Terrorism Service Medal - For honorable service in the US or overseas in support of the Global War on Terrorism on or after 11 September 2001
- Navy Sea Service Deployment Medal x2 - For spending 24 months on active duty on deployed vessels operating away from their home port for extended periods of time