



# Joaquin Esquivel

## Permanent Resident

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## OBJECTIVE

To be part of a successful animation team in film and video game productions within the entertainment industry.

## TECHNICAL SKILLS

- Autodesk Maya: Animation, Rigging and Modeling
- Autodesk Softimage: Animation
- Houdini
- After Effects
- Adobe Premiere
- Photoshop
- C, C++, Python
- Strong electronic and audio system understanding

## EXPERIENCE

### Animator, Zoic Studios

**Show: Once Upon a time, Arrow, Flash, The 100**

August 2015 – present

- Key Animation of creatures on visual effects sequences.
- Worked closely with the animation supervisor to offer the best quality and quantity balance for the shows.

### Animator, Rainmaker Entertainment

**Show: Barbie: Spy Squad**

March 2015 – August 2015

- Key Animation of several characters in action and acting sequences.
- Worked closely with the animation director and animation supervisor to offer the best quality and quantity balance for the shows.

### Crowd Animator Artist, Rainmaker Entertainment

**Show: Barbie in Rock'n Royals**

August 2014 – February 2015

- Create crowd assets and shots to populate extensive massive scene.
- Create animated cycles for crowd assets.
- Under the leadership of the Supervisor and/or Leads, follows the established style of performance for the project.

### Animator, Nerd Corps Entertainment Inc

**Show: Maxsteel, Monster High**

February 2012 – August 2014

- Bringing shot from storyboards to complete animation, layout, cameras included.

### “A Friendly Guest” – Vancouver Film School Final Project

October 2010 – April 2011

- Fully produced my own 3D animation short film.
- Applications used: Autodesk Maya, Adobe Premier, Photoshop.
- Applied technical skills: Modeling, rigging, shading, animation and editing. Some texturing.

- Applied creative skills: Concept design, character design and storyline creation.

### **Freelancer Animator**

May 2011 – Present

- Wizard of Oz Head –Animated Sequence [Lipsync] – September 2011

### **Little Shop of Horrors Promo – Broadcast TV Commercial**

July 2009

- Developed 2D/3D TV Commercial to promote the theater play: “Little Shop of Horrors” by “Xpresion: Artistic Training Center Academy (July 20th, 2009).
- Applications used: Blender, After Effect.
- Applied technical skills: Animating, compositing and rigging.

### **Theater Actor**

2005 – Present

- Create and perform several characters on stage.
- Dancing and singing perform in musicals.

### **Theater Teacher – Government Sponsored Summer Camp – Mexico**

Summers 2006, 2007

- Teaching and training children in acting and corporal expression.
- Responsible for an assigned group of children (9-10 years-olds).
- Assisting partners with their groups. Rotating responsibilities and sharing children care.

## **EDUCATION**

### **Animation Mentor - Creature Animation: Flight or Fight**

April 2014 – June 2014

- Animate creatures (Dragon and Ogre) in two live action shots.

### **Vancouver Film School**

April 2010 – May 2011

- Diploma in 3D Animation and Visual effects.

- Final Project: “A Friendly Guest” (6 months project).

### **Merida Institute of Technology**

August 2004 – March 2010

- Degree as Electronic Engineer.

- Thesis: “Feedback Speed Control by Accelerometer”.
- Developed an integrator system in C to measure the speed from an acceleration source.

### **Xpresión – Artistic Training Center**

September 2005 – October 2008

- Certificate in Scenic Arts.

## REFERENCES

- Available upon request

## INTERESTS

- **Movies** – Animated, Sci-Fi, Adventure, Fantasy
- **Video Games** – Adventure, Platform, Action
- **Sports** – Soccer, volleyball, basketball.
- **Biking around the suburbs.**
- **Cooking Yucatan and Mayan cuisine.**