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# Enrique Munoz

## Objective

Seek employment as full time 3D animator.

## Experience

1998 I X L-Los Angeles, Inc Westwood, CA

### *Visual FX Artist*

- Supervised on-set filming of actors on green screen.
- Took notes while on set and matched everything including lighting, camera placement, lens and perspective.

1998 Disney Television and Film Visual Effects Burbank, CA

### *Visual FX Artist*

- Worked and met tight deadlines without strong supervision or help.
- Helped pick up the quality level of effects for the various TV Shows.

1996–1997 Spin Cycle Entertainment, Inc. Universal City, CA

### *3D Animator*

- Created original concept design for the Jurassic Park: Online Adventure Game.
- Trusted enough to have creative freedom on spots for the Kid's WB Promos & Universals' Islands of Adventure Theme Park marketing campaign.

1997–1997 Catalyst Entertainment, Inc. Los Angeles, CA

### *Lead Animator*

- Under the Graphics Director I oversaw the other animators and taught them the skills (using Lightwave 3D) to complete projects.
- Solved problems and came up with answers (in Lightwave 3D) on how to motion match seven cameras with live action footage.

1993–1995 Digital Imaging Ontario, CA

### *Senior Animator*

- Completed R&D work for proposal project, "Fox's Gigantor".
- Full responsibility on completing TV Commercials on a hectic schedule.
- Held meetings with corporate clients which meant coming up with ideas and concepts.

## Education

1998–1998 Long Beach City College Long Beach, CA

- Currently enrolled in Speech and Health.

1997–1998 Glendale Community College Glendale, CA

- Took classes such as Humanities, Marketing, Theatre Arts, & Psychology

1996–1996 Cogswell Polytechnical College Sunnyvale, CA

- Completed one full semester. Took classes such as English Composition, College Algebra, Drawing, Creativity and Imagination, and Graphic Design.

## Languages

Bilingual: English & Spanish