

**ANDRE RODRIGUEZ • Sets/Character Modeler**

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www.dre3d.com

**EXPERIENCE**

Pixar Animation Studios • Emeryville, CA ..... February 2021 – July 2024

Technical Director - Sets Modeler

**Elio – 2025 release**

**Win Or Lose – 2024 release**

**Elemental – 2023 release**

**Lightyear – 2022 release**

- Built complex environments, vehicles and props for animated films
- Quality check department work for pipeline compatibility
- Implemented successful design decisions independent of principle artwork
- Adjust assets based on story reel updates, independent of leadership
- Make real time adjustments during reviews for production designer to expedite assets
- Update existing models as needed for production changes
- Performed previz and layout tasks on specific sequences

Blue Sky Studios • Greenwich, CT ..... August 2013 – February 2021

Environments/Character Modeler

**Nimona – 2023 Release**

**Spies in Disguise – 2019 release**

**Ferdinand – 2017 release**

**Ice Age: Collision Course – 2016 release**

**The Peanuts Movie – 2015 release**

**Rio 2 – 2014 release**

- Built characters, complex environments, vehicles and props for animated films
- Quality check department work for pipeline compatibility
- Implemented successful design decisions independent of principle artwork
- Took on environment lead role for specific sequences
- Make real time adjustments during reviews for production designer to expedite assets
- Update existing models as needed for production changes
- Performed previz and layout tasks on specific sequences

PDI/DREAMWORKS • Redwood City, CA ..... May 2007 - October 2012

#### Digital Modeler

**Peabody and Sherman – 2014 release**

**Rocky and Bullwinkle Short – 2014 release**

**Madagascar 3 – 2012 release**

**Megamind – 2010 release**

**How to Train Your Dragon – 2010 release**

**Shrek the Halls – 2007 release**

- Built characters, complex environments, vehicles and props for animated films
- Quality check department work for pipeline compatibility
- Worked closely with modeling supervisor and FX department to roll out new tools for the modeling department
- Worked with surfacing/texturing department on uv layout procedures for specific results
- Make real time adjustments during reviews for production designer to expedite assets
- Update existing models as needed for production changes

PDI/DREAMWORKS • Redwood City, CA ..... August 2007 - April 2010

#### Visual Development Production Assistant

**Megamind – 2010 release**

**Madagascar 2 – 2008 release**

- Scheduled and drove art department meetings (reviews, kickoffs and rounds)
- Take notes during meetings and distribute notes to appropriate recipients
- Keep asset explorer and all art sequence/character boards updated daily
- Worked with coordinator and supervisor to facilitate all departmental functions

PDI/DREAMWORKS • Redwood City, CA ..... December 2006 - May 2007

#### Front End Production Assistant

**Shrek the Halls – 2007 release**

- Covered various departments simultaneously to ensure quick movement of assets through the pipeline
- Assisted the coordinator in scheduling and driving meetings as well as taking notes for various departments
- Keeping shot status information up to date for each department
- Taking on coordinator responsibilities in crunch moments

### SPECIAL SKILLS

- Model 3d assets from 2d designs and prep UV's for surfacing/texturing
- Work closely with art director and production designer to reach a desired look
- Responsible and reliable; strong interpersonal and communication skills
- Detail-oriented with excellent planning and problem solving skills

- Emphasize quality work and approach tasks with confidence and enthusiasm
- Practical sculpting and model making

## **EDUCATION AND TRAINING**

The Art Institute of California – San Francisco, CA  
Media Arts and Animation, Bachelor of Science  
September 2005