

Summary of Qualifications

2D Animator with a strong background in Graphic Design, Illustration, and Video Editing. Creative and resourceful problem solver. Always enthusiastic to learn and adapt new skills in the video game and television industry. Bilingual (Spanish and English).

Technical Skills

Adobe Creative Cloud: Photoshop, Illustrator, After Effects, Premiere, Animate (Flash), Dreamweaver, Lightroom, InDesign. Toon Boom Harmony, Autodesk's Maya, Final Cut, Pro Tools, Microsoft Office. Knowledge of HTML and CSS. Experienced with OS X, Windows and Wacom tablets.

Work Experience

BioWare - Austin, TX
Online Marketing Specialist

December 2017 - Present

- Partner with teams to build and deploy live service and community programs.
- Develop strategic briefs, business requirements, positioning documents and release schedules for live service and community promotions.
- Manage the creation, trafficking, stakeholder approvals and publishing of live services materials.
- Partner in ongoing enhancements to the player journey to increase lifetime value and retention of committed players.

The Art Institute of Austin - Round Rock, TX
Adjunct Professor

June 2016 - Present

- Plan, organize and teach courses to Undergraduate Students in the Media Arts and Animation Department, and the Game Art and Design Department.
- Initiated interactive activities that furthered understanding and created a positive learning environment.
- Encouraged students to achieve their goals through open communication, feedback, and support.
- Courses include *2D Animation Principles; Character and Object Design; Digital Ink and Paint.*

Shop LC (previously Liquidation Channel) - Round Rock, TX
Motion Graphics and Video Editor

November 2016 - December 2017

- Design, develop and implement graphics and animations for programs, events, and promotions.
- Work closely with the Marketing team to create branding of channel and products.
- Weekly updating of static and animated materials for air.
- Develop Standard Operation Procedures for the Motion Graphics Department.

The Sound Suite - Austin, TX
Contract - Animator - Motion Graphics

March 2016, September 2016

- TV spots for the 2016 Spring and Fall Pecan Street Festivals.

Minuteman Press Georgetown | Waterboy Graphics - Georgetown, TX
Graphic Designer

June 2015 - September 2016

- Design of logos, promotional and marketing materials from small to large scale for business and special events such as catalogs, posters, banners, signs and more.
- Creating education and sport graphics, including window perfs, wall wraps, floor wraps and windscreens for school buildings fields and stadiums.
- Ensuring color matching through production from digital to printing.

MondoBaldo (Baldylocks, LLC) - Remote
Contract - Graphic Designer - Illustrator

January - October 2014

- Develop concept designs and illustrate designs for t-shirts and merchandise.
- Online store re-design and maintenance.

Savannah College of Art and Design - Savannah, GA
Teacher Assistant for ANIM 385: Concept Development for Animation

March 2013 - June 2013

- Assist students on finding the best way to plan their graduation projects.
- Responsible for preparing lectures on different topics for students.
- Help professor with assigned tasks.

SCAD Jen Library's Don Bluth Collection of Animation - Savannah, GA

July 2011 -
August 2012

Archival Assistant - Work Study

- Catalog the original material from the Don Bluth Collection.
- Scan and digitize original Production art.
- Assist students in finding materials related to their topic of research.

January 2009 -
June 2011

Sociedad de Cine de Puerto Rico - San Juan, PR

Animator - Web Designer - Video Editor

- Animate motion graphic for the company's logo.
- Design and maintain website.
- Edit and create DVD's and content for the previews at the screenings.

Education

March 2015

Master of Fine Arts - Animation

Savannah College of Art and Design, Savannah, GA

- Courses of study included 3D and 2D Animation, Digital Illustration, Life Drawing, Interactive Design, Children's Book Illustration, Art History.

October 2010

Bachelor of Fine Arts - Image and Design: Image and Movement

Magna Cum Laude

School of Fine Arts of Puerto Rico, San Juan, PR

- Courses of study included Animation, Graphic Design, Printmaking, Painting, Drawing, Video Editing, Web Design, Art History and Photography.

Awards and Accomplishments

2013 - 2015

Snow Boat (Short Film) - 4 Awards, 6 Nominations, 1 Mention and 17 Festivals

Won Best Student Film - 2015 West Chester Film Festival.

Won Achievement in Art Direction - 2014 SCAD Graduate Show.

Won Achievement in Look Development - 2014 SCAD Graduate Show.

Won The Strangest Road Award - 24th MEDIAWAVE "On The Road" Film Festival.

Nominated Best Animated Film - 2015 West Chester Film Festival.

Nominated Achievement in Sound Design - 2014 SCAD Graduate Show.

Nominated Achievement in Film Language - 2014 SCAD Graduate Show.

Nominated Achievement in Original Storytelling - 2014 SCAD Graduate Show.

Nominated Achievement in Rigging - 2014 SCAD Graduate Show.

Nominated The Collaboration Prize - 2014 SCAD Graduate Show.

Mention Promofest Jury Mention - 2014 Promofest Short of the Year - Winter.

March 2011 -
March 2015

SCAD Honors Grad School Scholarship

Awarded to accepted graduate students who demonstrate outstanding academic achievement.

April 2010

Nickelodeon's Creative Summit

Chosen to participate in a two-day workshop on writing for TV series with Karen Kirkland, Executive Director of Nickelodeon's Writing and Artist Programs and Rich Magallanes, Vice President Current Series Animation/Creative Programs.

Portfolio www.emelyrodriguez.com