



Rodrigo Washington

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CAREER OBJECTIVE

Work in a challenge and supportive environment where I can use my creativeness and experience in the animation and visual effects field, adding value to the team and pushing the envelope of animation.

WORK EXPERIENCE

Animation Director and VFX Supervisor (2003 – Current)

Inhance Digital, San Jose, CA

Direct teams of up to ten people on different projects. Create storyboards, designs, on set visual effects supervising, define the pipeline and best tools for the project. Introduce new approaches and techniques to the company pipeline such as previsualization, normal and displacement mapping, subdivision modeling, digital matte painting, image based modeling, and render in passes/channels for compositing. Closely monitor progress by conducting one-on-one work reviews and directly work on difficult tasks, such as complex shaders, animation or compositing of shots involving, vehicles, human characters, and various natural effects like smoke, water, and others.

Character Animator and 3D Artist (2002 – 2003)

Inhance Digital, San Jose, CA

Performed tasks of modeling, texturing, rigging, light, animation and compositing of 3D characters and scenes. Developed a real-time simplified muscle system for character animation. Developed a modular water shader and animation system. Created a set of subdivision surfaced realistic characters that can be easily modified and reused in different projects.

Director and 3D Animator (1995 – 2002)

Animaholics Digital Arte, Rio Grande do Sul, Brazil

Directed and created animated television commercials, motion graphics design, 3D character conceptualizing, modeling and animation, 2D and 3D compositing, morphing and visual effects. Architectural visualization, lighting and texturing. Met with clients to get a clear picture of the vision and image productions were meant to convey and collaborated with freelancers to complete productions from concept to final product.

Adjunct Professor (1995 – 2002)

Pontificia Universidade Catolica do Rio Grande do Sul (PUCRS), Universidade do Vale dos Sinos (UNISINOS) and Univerisidade Luterana do Brasil (ULBRA)

Presented various lectures and practical courses about animation and computer graphics - history, concepts and techniques.

Freelance Animator (1988 – 1995)

Various companies, Rio Grande do Sul, Brazil

Generated computer image concepts and graphics production for television, events and interactive multimedia. In-between, clean-up, paint and filming traditional cell animations. Logotype creation and architectural floor plan copy.



SOFTWARE EXPERIENCE

Adobe After Effects, Photoshop and Premiere
Autodesk 3DS MAX, Maya and Combustion
Pixologic Z-brush
2D3 Boujou

EDUCATION

BA in Social Communication with specialization in Advertising and Publicity
Pontificia Universidade Catolica do Rio Grande do Sul, Brazil. (January of 2001)

Post-undergraduate courses

Gnomon and other institutes

Alias Maya, New Technologies in Post Production for Film, 3DS Max, Theory and Language of Motion Pictures, Cartoon Animation, Design and Branding, Drawing for Advertising, Artistic Drawing, Painting, and Clay Sculpting.

AWARDS

XXV Salão da Propaganda - Best Animation and Special Effects Demo Reel - 1999
Three times selected to participate at ANIMAMUNDI - 1999, 2000 and 2002.

ADDITIONAL SKILLS

Traditional drawing, painting, clay sculpture and cartoon animation.

Able to work well with all personality types

Consistently exceed expectations of supervisors

Calm under pressure

Always deliver on time

Highly motivated in self-thought