



Alejandro Castro

Character Animator

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Professional Skills

- Ability to make a computer generated character have human like traces
- Complex body and facial animation using advance rigs
- Able to create several objects into a 3D environment
- Compounding real life and computer generated images into one
- Apply the principles of animation using the computer as a tool
- Synchronize facial animation to voice tracks
- Create a seamless flow of motion to produce believable character movement

Software Experience

- Autodesk Maya
- XSI
- Motion builder
- Linux
- Adobe Production Suite
- Macromedia Production Suite

Work Experience

Digital Domain - Venice, California <i>Animator - Feature, "Xmen: First Class"</i>	Mar 2011
Rok it Studios - Santa Monica, California <i>Animator - Opening title sequence "Madea's big happy family"</i>	Feb 2011
Motion Theory - Venice, California <i>Animator - Prevacid commercials</i>	Nov 2010
Psyop Studio - Venice, California <i>Animator - Best Buy commercials</i>	Oct 2010
House of Moves - Playa Vista, California <i>Animator - Video Games, "Gears of war" & "Kinectimals"</i>	Feb 2010
Psyop Studio - Venice, California <i>Animator - Vizio (Superbowl Commercial)</i>	Jan 2010
House of Moves - Playa Vista, California <i>Animator - Video Games, "God of War 3" & "Wet"</i>	Apr 2009
Psyop Studio - New York, New York <i>Animator - Milk commercials</i>	Jan 2009
Psyop Studio - Venice, California <i>Animator - Coke Cola: Hiest (Superbowl Commercial) *Emmy*</i>	Oct 2008
House of Moves - Playa Vista, California <i>Animator - Video Games, "Lord of the Rings: Conquest" & "Saboteur"</i>	Jun 2008
Red Square Studios - Santa Monica, California <i>Animator - Pick Up Sticks commercial</i>	Mar 2008
Threshold - Santa Monica, California <i>Animator - Project, "Foodfight"</i>	Jan 2008
Logan Studios - Venice, California <i>Animator - Konami's "Metal Gear Solid 4" game-in commercials</i>	Sep 2007
Red Eye Film Works - Hollywood, California <i>Animator - Nickelodeon's "Tak and the power of Juju"</i>	Jun 2007

Education

Savannah College of Art and Design
Bachelor of Fine Arts in Computer Art