

# Daniel Rico

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www.ricoconstruct.com

## OBJECTIVE:

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To obtain and grow in a position that can push me to my limits and expand my modeling capabilities. I want to help a fully operational team construct and display entities the likes of which may inspire awe and delight, even a little fear, into the eyes of its beholder.

## WORK EXPERIENCE:

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|---|-------------------------------|
| SLAM Internet, Inc.   | Aug 2011 - Sept 2011          |
| 8383 Wilshire Blvd. Ste. 500 Beverly Hills, CA 90211  | 310-860-6284                  |
| Character Rigger and consultant   |                               |
| <ul style="list-style-type: none"><li>• Set up a skeletal system for two character meant for a mobile app.</li><li>• Assist in testing render appearances and trouble shoot issues that arose</li></ul>   |                               |
| Syndrome Studio   | July 2011 – July 2011         |
| 1061 W. Sunset Blvd. Los Angeles, CA 90012  | 213-213-1220                  |
| Freelance Maya Artist   |                               |
| <ul style="list-style-type: none"><li>• Model set pieces, set up lights, environmental layout, and minor animation for the "We Burnin Up" music video</li><li>• clean up geometry for the "Hakkasan" project</li><li>• set up and animate an environment for an AT&amp;T commercial</li></ul> |                               |
| The Film Group Inc  | February 2011 – April 2011    |
| 15513 Leadwell St. Van Nuys, CA 91406   |                               |
| VFX Artist  |                               |
| <ul style="list-style-type: none"><li>• Concept, model, and rig various pieces for usage in the film <u>The 10<sup>th</sup> Planet</u>.</li></ul>   |                               |
| Syndrome Studio   | February 2011 – February 2011 |
| 1061 W. Sunset Blvd. Los Angeles, CA 90012  | 213-213-1220                  |
| Freelance Rigger  |                               |
| <ul style="list-style-type: none"><li>• Set up a skeletal rig for a hand used in the tv show "The Voice" for CBS</li></ul>  |                               |
| Marvimation   | November 2010 - Present       |
|   | 650-483-5117                  |
| Character Animator and Rigger   |                               |
| <ul style="list-style-type: none"><li>• Clean up character rigs</li><li>• Animate a character for a client</li></ul>  |                               |
| SunnyBoy Entertainment  | June 2010 - June 2010         |
| 230 East Union Street, Pasadena, CA 91101   | 626-356-9020                  |
| Freelance Character Rigger  |                               |
| <ul style="list-style-type: none"><li>• Set up 2 anatomical characters for usage in the television show <u>1000 Ways to Die</u>.</li></ul>  |                               |

ZOIC Studios

3582 Eastham Dr, Culver City, CA 90232

January 2010 – April 2010

310-838-0770

Intern

- Assist in reel and video deliveries
- Shadow a resident artist
- Work on a 3d project to display the skills that my fellow interns and I have

Art Institute of Orange County

February 2009 – June 2009

3601 West Sunflower Ave, Santa Ana, CA 92704-7931

714-830-0200

Student Tutor

- Helped students who were having difficulties in the fields of perspective and observational drawing

### **Education:**

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The Art Institute of California – Orange County

June 2006 – September 2009

Bachelors of Science – Media Arts & Animations

### **Computer Skills:**

- Autodesk Maya
- Autodesk 3DS Max
- Adobe Photoshop
- Adobe After Effects
- Pixelogic Z-brush

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### **Other Skills:**

- Mechanical functionality concepts
- Modeling
- Rigging
- Texturing
- Animation