



Jose Sanéz

Animator

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Professional Experience



Animation Artist - DreamWorks Animation

Jun 2022 - Nov 2024

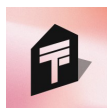
- Animated character and creature shots for "Jurassic World: Chaos Theory".
- Animated character and creature cycles and created set Break Outs/Mock Ups to be delivered to Partner Studio.
- Noted animation deliveries from Partner Studio through Layout, Primary and Secondary stages.
- Translated 2D storyboards into 3D environments to provide Partner Studio direction staging shots in different sets.



Animator - Naughty Dog

Nov 2021 - Jun 2022

- Created character animations through a blend of key-frame animation and mocap for "The Last of Us: Part I".
- Consistently communicated with designers and programmers to implement and iterate animations.
- Learned and utilized custom, proprietary tools and basic scripting.



Previs Shot Creator Trainee - The Third Floor

Sep 2021 - Oct 2021

- Successfully completed and graduated from the Previs Shot Creator Training Program.
- Learned and utilized proprietary tools to:
 - Develop sequences of shots from storyboards, and animate characters, props, and vehicles.
 - Create and set up shot cameras, scene lighting, and clean up and accentuate mocap performances.



Previs Artist - Technicolor

Aug 2021 - Sep 2021

- Developed previsualization for musical shots in "Lyle, Lyle, Crocodile" film.
- Used proprietary tools to set up scene lighting and create shot sequences while maintaining continuity.
- Cleaned up and polished raw character performance mocap data.



Animator - RougeMocap

Jul 2021

- Cleaned up raw mocap data for unreleased video game IP in MotionBuilder.
- Refined and polished animated gameplay action cycles in Maya.
- Addressed frequent Animation Supervisor's notes quickly and efficiently in a studio environment.
- Collaborated with team members to finish and deliver vertical slice of project to client.



Animator - EnchantedMob, Inc.

Jun 2021 - Oct 2021

- Animated shots for shorts and music videos released in the EnchantedMob YouTube channel weekly.
- Produced 2 seconds of completed character animation per hour of work.
- Reported frequently to Animation Supervisor and Director, and incorporated their feedback.



Animator - Ignite Animation Studios

Apr 2021 - May 2021

- Animated character and creature acting and body mechanics shots for 3D short film "Andy: A Dog's Tale".
- Sculpted and implemented corrective blend shapes to clean up other animators' shots.
- Attended remote animation dailies and collaborated with director and other team members from home.
- Maintained high level of awareness of show schedule and completed assigned shots by strict deadlines.



Animator - 1st Playable Productions

Mar 2021 - Aug 2021

- Animated dance videos for viral marketing campaign for "Cooking Mama" and "Yum Yum Cookstar" video games.
- Created promotional "influencer" 3D animations for client's TikTok account, gaining over 1.3 million views.
- Developed and polished in-game dance cycles and gameplay animations.
- Attended remote art-team dailies, and reported progress to Project Manager several times per week.

Education

Animation Mentor
Certificate in Character Animation

Nov 2021

Rensselaer Polytechnic Institute
B.S. in Electronic Arts
B.S. in Games and Simulations Arts and Sciences

May 2019

Software

Maya	MEL Scripting
DreamWorks' Premo	ShotGun/ShotGrid
MotionBuilder	Jira
Blender	Adobe Photoshop
Unity3D	Adobe Illustrator
Pixar's Renderman	Adobe After Effects
Arnold Renderer	Adobe InDesign