

# David Villatoro

E: [davidevg09@gmail.com](mailto:davidevg09@gmail.com)

W: [davidvillatoro.com](http://davidvillatoro.com)

**3D Artist** with 2 years of relevant coursework from the University of Southern California. General experience in modeling, texturing, rigging, animating, rendering and compositing with Autodesk Maya. Great familiarity of animation principles for such as timing, clear staging, squash and stretch, anticipation and follow-through, and secondary action. Highly motivated, self-driven, and a quick learner for new and innovative techniques.

## EDUCATION

BA in Interactive Entertainment, Minor in 3D Animation - *University of Southern California*, 2009

## RELEVANT SKILLS

**Programming:** Actionscript 3.0

**Software:** Autodesk Maya 2010, Adobe After Effects CS4, Adobe Flash CS4

## RELATED COURSES

Drawing • Sculpture • Design Fundamentals • Animation Fundamentals • 3D Industry Tools • Introduction to 3D Animation • 3D Modeling, Animation, Compositing, and Special Effects • 3D Character Animation