angelonofre

art.
animation.
design.

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SKILLS

2D Animation
3D Animation
Rigging
Motion Capture Clean Up
Motion Graphics

UI/UX Design
Graphic Design
Storyboarding
Illustration

Software
Autodesk Maya
3D Studio Max
Spine 2D
Adobe Creative Cloud
After Effects CC
Animate CC
Photoshop CC
Illustrator CC
Fresco CC
Premiere Pro CC
Microsoft Office
Microsoft Teams
Trello

Game Engine
Unity
Unreal Engine 5

Programming
C#

Platform
MAC | PC

Language
English
Spanish

EDUCATION

Columbia College Chicago
2007 - 2011

Bachelor of Arts:
Film & Video
Concentration on Animation

Motion Design School
Motion Beast
2020

Udemy
Complete C# Unity
Game Developer 2D
2022

EXPERIENCE - 13 years of game development experience

SENIOR ANIMATOR – CHEWY SOFTWARE, LLC.
August 2011 - Present
Clients & Games:
  WARGAMING – World of Tanks
  AMAZON – Unreleased projects
  DISNEY – Big Hero 6, Minnie Mouse Bow-Tique, Disney Villains
  NICKELODEON – NickSports, Blaze & The Monster Machines, Dora The Explorer, among others
  AGE OF LEARNING – Various ABCmouse titles
  HASBRO – Transformers Rescue Bots
  WILSON – Wilson X Connected Football
  FISHER-PRICE – Smart Cycle Hotwheels
  LEAP FROG – Mr. Pencil, Leapschool, Secret Agent U, Arturo's Bug Adventure

+ Lead and assist Junior Animators throughout the game development process
+ Animate and rig a large variety of characters and objects within tight deadlines
+ Clean up and apply motion capture data onto custom rigs
+ Write Game Design Documents, design, and animate on games across multiple platforms such as; PLAYSTATION 5, XBOX SERIES X, NINTENDO SWITCH, iOS, ANDROID, WEB APPS, PROPRIETARY HARDWARE
+ Build and design 2D/3D art assets, which include; UI/UX, in-game objects, characters and game environment
+ Impliment and adapt to custom scripts and unique pipelines to meet client specification
+ Engage in the brainstorm and development of games; from initial concept to final output
+ Worked on over 50 shipped games, many of which have hit #1 on the charts in their respective category

ARTIST EXHIBITOR
August 2012 - Present
Conventions:
  C2E2, Wizard World Chicago, Indiana Comic Con, Motor City Comic Con, NWI Comic Con, Flashback, Days Of The Dead, to name a few
Galleries:
  Vertical Project Space, Mothership Gallery, Sideshow Gallery, Studio Nez, Illiasca, Dope Art Show, to name a few
+ Frequent exhibitor and invited guest at various conventions and art shows across the USA
+ Self promotion, includes; booking shows, selling art prints, paintings and self-published comics to the public and private vendors
+ Sales, inventory management, table display design, customer rapport, advertisement, and self-publishing

FREELANCE ARTIST
August 2012 - Present
+ Animate sequences for various short films, promotional material, and motion graphics
+ Illustrate for book covers, murals, event flyers, concert posters, album art, wedding invitations, pinball machines and various other projects depending on client

ACHIEVEMENTS
2023	Featured in solo art show at Vertical Gallery
2023	Solo-developed 2 games and released them on itch.io
2022	Featured Artist on the cover of FLYER CHICAGO's October Issue
2021	Featured in FIREFLY ARTBOOK published by 20TH CENTURY FOX
2019	Featured in STRANGER THINGS ARTBOOK published by NETFLIX
2019	Featured in a solo art show at Illiasca Gallery
2017	Featured in THE THING ARTBOOK published by UNIVERSAL STUDIOS
2017	Featured in a two person art show at Side Show Gallery
2011	1 of 10 students in graduating class hand-picked for "Animation Studio: Semester in Los Angeles, California"