



# PAUL FLORES

Animator and CG Generalist

## CONTACT

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## SKILLS

- Character Animation 2D
- Character Animation CG
- CG Modeling
- CG Rigging
- 2D Effects Animation
- Compositing
- Storyboarding
- Character Design
- Programming C# and C++

## SOFTWARE

- Adobe Creative Suite
- Autodesk Maya
- Autodesk 3DS Max
- Blender
- Cinema 4D
- Unity
- Unreal Engine
- Quill
- Zbrush
- Microsoft Office

## EXPERIENCE

**Asset Artist** 10-2018 – 05-2019

CalArts Game Makers

- “Flyer Hydrant” a 2D physics based game for Android mobile
- Developed and composited cut-scenes in Unity
- Responsible for character and UI design

**Reality Compositor** 01-2019

Crimes of Curiosity LLC

- Composited and edited scenes for virtual reality using Unity
- Exported and imported assets from Quill for experimental animation
- Assisted in pipeline development for VR implementation
- Creatively used shaders for transitions and effects
- Created and implemented particle effects

**Freelance Animator** 05-2016 – 11-2018

Creationville Inc.

- Animated traditional animation and Flash puppets
- Rigged 2D puppets
- Designed 2D characters
- Storyboarded animation sequences

**Founder and Manager** 01-2014 – Present

Buzzle Tree Studios

- Developed motion graphics for web series *The Bar*
- Developed motion graphics for art studio *Art Deals*
- Developed corporate branding for fashion business *Pocket Science*

## EDUCATION

**California Institute of the Arts** 2010 – 2014

- Bachelors of Fine Arts Degree in Character Animation

## PROJECTS

**Camping Chaos** 2012

- Student film showcased in the CalArts Producers Show

**Invader Rampage** 2018

- Brick Breaker style video game for PC