

# Pedro De La Cruz

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[www.pdeedelacruz.com](http://www.pdeedelacruz.com)

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Being present is as fulfilling as my animations that bring powerful, aesthetic and empathetic characters to the worlds created in our minds. Artistically establish character personality and enhance overall gameplay.

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- Skills**
- Maya, 3DS Max, After Effects, Unreal Engine, Unity
  - 3D Animation
  - 3D Rigging
  - 3D Modeling and Texturing
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**Employment**     *AI Teach U LLC*     *OCT 2015 - JUL 2021*

**3D Animator**

Animate characters and assets for our Artificial Intelligence where users get to have fun learning English and many other cool languages.

*Signal Theory*

*FEB 2015 - APR 2015*

**3D Rigger/Animator**

Rig and update pre made rigs, then animate for commercial use.

*Animation Libation Studios*

*OCT 2012 - JAN 2015*

**3D Rigger/Animator**

Rigging pre-made models and animating self-created rigs for different scenes.

*Freelance for Stephen Lloyd (Hustler/Vivid)*

*JUN 2012 - DEC 2012*

**3D Artist**

Creating scenes, characters, and assets by modeling, texturing, rigging, and lighting. Animate characters and assets.

*US AMRY*

*JAN 2003- JAN 2012*

**Multimedia Illustrator**

Graphic design for different mediums like pamphlets, logos, ads, posters, commercials and such for the military.

**Education**     *Westwood College*     *2007 - 2012*

**Game Art & Design BS Degree Received JUN 2012**

An education consisting of an overall look of the world in game design from concept, to playable game! Amazing journey, loved the professors and colleagues I still work with and friends with.