

Marco Salsiccia

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<http://www.marconius.com>

OBJECTIVE: Seeking a position as a motion graphics animator, roto artist, compositor or DVD author.

SKILLS:

	Proficiencies	Experience
Applications	Adobe After Effects 5.5-CS4	Roto, motion graphics animation, compositing, expressions
	Shake 3-4	Compositing, rotoscoping, painting
	Discreet combustion 3	Compositing, effects animation, rotoscoping, painting
	Final Cut Studio	Editing, reel creation, sound mixing, DVD authoring
	Alias Maya 5-2009	Character animation, shading, texturing, lighting, 3D camera techniques, modeling, scene layout, visual effects, Maya Live
	Adobe Creative Suite	Graphic design, texture painting, typography, photo touch-up, advanced image manipulation, compositing, visual effects
	Macromedia Flash MX - CS4	2D animation, effects animation
	Avid Media Composer 2.5	Editing, effects
	Cinema 4D XL	3D Modeling, animation, texturing, lighting, rendering
	Imagineer Motor, Mocha	Tracking, animation, rotoscoping
	RealFLOW 4	Water/particle simulation, rigid/soft body dynamics
	Nuke 5.0	Compositing

EDUCATION: Graduate from The Art Institute of California – San Francisco, Bachelor of Science in Media Arts and Animation. September 2005. GPA 3.8

EXPERIENCE:

Contractor August 2009 - Present

Bonfire Labs/Phoenix Editorial

Graphics animator, AE, C4D and Maya artist. Rotoscoping, painting, VFX work, 2D and 3D animation for motion design visualization, corporate and web advertisements, and national commercials.

Contractor Jan. 2009 – August 2009

Mekanism

Lead animator for a rotoscoping and animation team creating the nationally broadcasted Charles Schwab commercials.

Contractor July 2008 – May 2009

Westernized Productions

Lead animator, visual FX artist, compositor, C4D artist. Worked on several productions and corporate videos.

Contractor Feb. 2008 – May 2008

l.inc design, San Rafael

Keying, rotoscoping, matte cutting, and animation for Mervyn's commercials.

Quality Assurance Engineer 2004 – 2008

Digital Anarchy, San Francisco

Performed QA for all plug-ins, ran tech support for multiple systems, exhibited at trade shows, built and designed PlasmaFX. Became extremely proficient with FCP, AE, Premiere, Avid, Photoshop, and aspects of Flame.

Digital Media Editor /Trainer 2004 - Present

The Art Institute of California – San Francisco

DVD Authoring for student portfolio show reels.