

# Marco Salsiccia

2274 20<sup>th</sup> Ave.  
San Francisco, CA 94116  
Phone: (408) 314-5401  
E-mail: [marco.salsiccia@gmail.com](mailto:marco.salsiccia@gmail.com)  
<http://www.marconius.com>

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

## SKILLS:

	Proficiencies	Experience
<b>Applications</b>	Adobe After Effects 5.5-CS3 Shake 3-4 Discreet combustion 3 Final Cut Studio Alias Maya 5-8  Adobe Creative Suite  Macromedia Flash MX - MX2004 Avid Media Composer 2.5 Cinema 4D XL	Roto, motion graphics animation, compositing, expressions Compositing, rotoscoping, painting Compositing, effects animation, rotoscoping, painting Editing, reel creation, sound mixing, DVD authoring Character animation, shading, texturing, lighting, 3D camera techniques, modeling, scene layout, visual effects, Maya Live Graphic design, texture painting, typography, photo touch-up, advanced image manipulation, compositing, visual effects 2D animation, effects animation Editing, effects Introductory knowledge: 3D Modeling, texturing, lighting, rendering
<b>OS</b>	Mac OS X (10.1-10.5) Windows XP Pro/Home, Windows 2000, Vista 32/64	18 years of experience with the Macintosh platform 5 years experience with Windows platforms

**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 2008-Present

linc design, San Rafael

Currently freelancing, cutting mattes and doing greenscreen work for Mervyn's commercials. Worked in-house and helped animate commercial elements; worked at home on mattes.

### Quality Assurance Engineer 2005 – 2008

Digital Anarchy, San Francisco

Executed Quality Assurance on new plug-ins. Created training material, presentation artwork, and responsible for editing tutorials in Final Cut Pro. Attended tradeshow to demo and sell plug-ins. Edited show reels and media projects. Managed beta testing teams of 20 or more people. Set up online forum for users. Extensive use of After Effects, Adobe's Creative Suite, Final Cut Pro, Motion, along with moderate use of Autodesk's Flame for testing.

### Intern of Insurrection 2004 – 2005

Digital Anarchy, San Francisco

Performed Quality Assurance on plug-ins, assisted in production of training material, creation of presentation artwork, and editing tutorials in Final Cut Pro. Promoted to full time position.

### Digital Media Editor/Trainer 2004 - Present

The Art Institute of California – San Francisco

Responsible for gathering senior student final portfolios and producing both a looping reel for the quarterly Portfolio Show and a fully interactive DVD for prospective employers. Trains Masters students in the use of DVD Studio Pro.

### Special Event Coordinator 2004

ACM SIGGRAPH Student Chapter, The Art Institute of California – San Francisco

Created promotional letters to be sent out to various professionals working within the Entertainment industry inviting them to come give presentations at the school. Accountable for creation of promotional flyers, filming and editing the events.

### Professional Cameraman, Volunteer 1998 – 2003

Morgan Hill Community Access Television (MHAT), Morgan Hill, California

In charge of filming major events and editing footage in Final Cut Pro. Trained MHAT members on use of FCP, from capturing all the way to final output. Managed the audio mixing boards, helped direct during live broadcasts, and created a weekly PSA animation that looped on-air when productions were not being shown.