

# Ari Carrillo

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4147 Meadowlark Pt. Eagan MN, 55122

## Objective

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Become a contributing member of a creative art production team or educational environment, where I can deliver high quality work product and continue to grow and be challenged as an artist

## Skills Summary

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- Highly experienced in 3D modeling, special effects, animation and rendering with low/high poly counts for film and video game production
- Dedicated Digital Arts Educator with 7+ years of teaching experience in the production and illustration fields
- Excellent written and oral communication skills
- Self-motivated and driven to keep skills sharp and to stay on top of the latest changes and trends used in industry software
- Thrive in a challenging environment, working in both team oriented and solo projects
- Passionate about illustration, Animation and special effects for film and video games
- Well versed in all aspects of script writing, storytelling character development and storyboarding
- Upbeat, collaborative and always looking for ways to improve productivity, creativity and knowledge sharing
- Fluent in both English and Spanish

## Software Skills

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- Modeling/Animation: Autodesk Maya, 3ds Max, Adobe Flash
- Post Production Effects: Adobe After Effects, Adobe Premiere, Final Cut Pro
- Illustration: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Procreate, Manga Studio 5
- Game Engines: Unity, Unreal 4
- Sound: Adobe Soundboard, Audacity
- Administration: Microsoft Office, Excel, Outlook, Cvue

## Experience

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### DEVNARI LLC

#### **Co-owner / Art Director / Game & UI Designer**

2015 - Present

- Concept, design, model, rig and animate all art assets for a non-violent 3D platformer game called "Newt One"
- Create 2D art for marketing such as posters, postcards, banners, announcements and character sheets
- Originate all artwork for in-game menus, buttons, as well as simplify instructions with universal icons instead of words
- Construct 25 levels for the game using different gameplay mechanics, as well as write and create all in-game cut-scenes

### AXONOM

#### **3D Modeler / Marketing Assistant**

2014 - 2018

- Created low poly to high-res 3D assets for multiple desktop and mobile apps
- Partnered directly with the marketing team to create promotional videos, logos and banners
- Designed tutorials for internal Axonom use, as well as to introduce procedures to new and existing clients
- Organized and led meetings with clients to discuss progress, deadlines and feedback

### SANFORD-BROWN COLLEGE

#### **Department Chair of Game Design & Visual Communication Programs**

2007 - 2014

- Taught animation, special effects and various software from introduction to senior development/portfolio courses
- Researched trends of digital 2D and 3D art to enhance class curriculum
- Led a team of nine in the Game Design and Graphic Design Programs
- Hired faculty and oversaw the needs of students and colleagues while remaining compliant with school policies
- Provided direction and guidance to students from their first semester through their graduation
- Improved placement and student satisfaction scores by creating Student Gallery openings as well as finding creative outlets through Service Learning activities with local businesses

### GALLOW GAMES

#### **Game & Graphic Designer / Modeler/ Scriptwriter**

2012 - 2013

- Developed 2D/3D assets and animated characters, meeting high quality production standards
- Wrote character descriptions, personalities and background story for Game plot
- Researched and generated several art styles, typography, game rules and designs for upcoming App

### ADELITA STUDIOS

#### **Owner - Art Director / Senior Animator**

2003 - 2012

- Directed and produced 3 award winning animated shorts that have been screened around the world
- Oversaw quality control of art assets, animation and organized production deadlines
- Designed and released various promotional materials including 3D design, photo shoots and print-ready images
- Hired, directed and recorded voiceover actors for various roles

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## Education

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DIGITAL MEDIA ARTS COLLEGE - BOCA RATON, FL

**M.F.A. Special Effects & Animation, 2006**

UNIVERSITY OF UTAH - SALT LAKE CITY, UT

**B.F.A Film Studies -- Animation, 2003**

UTAH VALLEY STATE COLLEGE - OREM, UT

**A.A. Art Visual Communications 2001**

**A.S. Associate in Science, 2000**

## Affiliations

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- IGDA Twin Cities Chapter
- Tomodachi Artists Board Members
- IMDB.COM -- "The Cock & Bull Story" [http://www.imdb.com/title/tt1357109/?ref\\_=fn\\_al\\_tt\\_1](http://www.imdb.com/title/tt1357109/?ref_=fn_al_tt_1)  
"La Cecilia" [http://www.imdb.com/title/tt0963749/?ref\\_=fn\\_al\\_tt\\_2](http://www.imdb.com/title/tt0963749/?ref_=fn_al_tt_2)

## Awards

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- 2018 - Gamer's Choice - VGM Con - "Newt One"
- 2017 - Player's Choice - Glitchcon - "Newt One"
- 2017 - Best Gameplay / Best Soundtrack / Best Single Player - 2D Con - "Newt One"
- 2016 - Best Visuals - Gamer's Rhapsody 3 - "Newt One"
- 2013 - Third Place "Vinyl Creation" - Blick Annual Vinyl Competition - "Luchador Munny"
- 2008 - Best Animated Short - Orlando Hispanic Film Festival - "The Cock and Bull Story"
- 2003 - Honorable Mention - Utah's Short Film & Video Festival - "Adelita"

## Production History

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Newt One (2018) -- **Video Game** - Art director, 3D modeler, Level designer, Graphic designer

Official Selection 2018 - MineFaire MN

Official Selection 2017 - VGA Gallery Chicaco - Exhibit: The Ears have Walls A Survey of Sound games

Official Selection 2017 - Minnebar 12 Minneapolis

Official Selection 2017 - Minnedemo 25 Minneapolis

Official Selection 2016 - Innovation Lab - TEDx Minneapolis

Savage Sentinels (2017) -- **Live-action short** - Digital artist / Production advisor

Mondo Voodoo (2015) -- **Mobile App** - Graphic designer / 3D modeler / Scriptwriter

Heaven (In Production) -- **Animated short** - Director/ Lead 3D Animator / Co-writer

The Cock & Bull Story (2007) -- **Animated short** - Director/ Lead 3D Animator / Sound Editor / Scriptwriter

Official Selection 2009 - San Diego Intl. Children's Film Festival ----- COMICON 2009

Official Selection 2008 - San Fran. Intl. Children's Film Festival -- WONDERCON 2008

Official Selection 2008 - Heart of Gold International Film Festival

Official Selection 2007 - Queens International Film Festival

Official Selection 2007 - Imaginaria Film Festival

La Cecilia (2005) -- **Animated short** - Director/ Lead 3D Animator / Sound Editor / Voice Actor / Scriptwriter

Official Selection 2008 - Latin American Poetic Short Film Festival

Official Selection 2008 - Heart of Gold International Film Festival

Official Selection 2007 - San Diego Intl. Children's Film Festival ----- COMICON 2007

Official Selection 2007 - Boston Latino International Film Festival

Official Selection 2006 - Moondance International Film Festival

Official Selection 2006 - Boulder Asian Film Festival

Official Selection 2006 - Expresion en Corto International Film Festival

Adelita (2003) -- **Animated short** - Director/ Lead 3D Animator / Sound Editor / Scriptwriter

Official Selection 2012 - San Diego Intl. Children's Film Festival ----- COMICON 2012

Around The Corner (2002) -- **Animated short** - Director/ Lead 3D Animator / Composer / Scriptwriter

Official Selection 2002 - University of Utah Intl. Student Night

*References available upon request*