

Marcelo William W. Muñoz

Animator

Contact Details

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Demoreel: <https://www.youtube.com/watch?v=-BRSt430F9s>

Gameplay Animation Reel: <https://www.youtube.com/watch?v=uyu8zvZv-iY>

Personal Statement

Animator and artist with over a decade of experience in storytelling through animation, including gameplay and cinematic animation for films and games. I specialize in bringing characters and creatures to life using industry-standard software like Maya, 3DS Max, and Photoshop. I am dedicated to delivering high-quality work while fostering a collaborative team environment. I approach each project with enthusiasm and aim to push the boundaries of creativity in animation.

Key Skills

- Character Animation
- Creature Animation
- Rigging
- Passionate team leader with great people management skills
- Managed small to large teams of Animators/Artists: numbering 4 to 10

Technical Skills

Software	Experience Level	Software	Experience Level
3DS MAX	2 years	Photoshop	13 years
MAYA	13 years	After Affects	12 years
Motion Builder	5 year	Unreal Engine	3 year

Employment History

Senior Gameplay Animator, Jar of Sparks

February 2024 – February 2025

Note: *The project was never released due to the studio shutting down.*

Responsibilities:

- Developed animations for hero players and enemies, collaborating with the gameplay director to brainstorm and refine movement ideas and combat combos.
- Worked closely with designers to implement the animations effectively within the game mechanics.
- Created animation montages and contributed to blueprint work to establish functional systems for gameplay.

Achievements:

- Played a key role in the animation process, helping establish a strong foundation for character interactions and player engagement.

Senior Animator, RodeoFx, Toronto, Canada

August 02, 2021 – October 2022

The Sandman – Netflix

Fantastic Beast: The Secrets of Dumbledore – Movie Resident

Evil Series – Netflix John Wick 4 - Movie

Responsibilities:

- All internal animation on all projects in development.
- Built documentation to visually describe how we would satisfy the projects vision
- Mentored junior and mid animators in the development of high-quality characterized animations.

Achievements:

- Maintained a high level of morale and ensured zero staff turnover for the duration.
- Provided animation for the other projects in development at the same time.

Senior Animator, CraftyApes vfx, Toronto Canada

October 20, 2022 – November 2023

Shadow and bones – Netflix

The Guardians of the Galaxy Holiday Special – Disney +

The Creator - Theatre Please

Don't Destroy - Peacock

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Senior Animator, StudioGobo, Brighton and Hove, England, United Kingdom
May 02 ,2020 – Nov 30, 2022

Hogwarts Legacy

Responsibilities:

- All internal animation on all projects in development.
- Built documentation to visually describe how we would satisfy the projects vision
- Mentored junior and mid animators in the development of high quality characterized animations.
- Interfaced with programming teams to ensure animations worked within limitations

Achievements:

- Maintained a high level of morale and ensured zero staff turnover for the duration.
- Provided animation for the other projects in development at the same time.

Senior Animator, Blackbird Interactive, Great Northern Way Vancouver bc, Canada
April 16 ,2020 – June 30, 2021

Minecraft Legends

Responsibilities:

- Focused on stylized hand animation
- Interfaced with programming teams to ensure animations worked within limitations

Achievements:

- Lead Animator was absent and kept team morale high

Senior Animator, Mikros Animation, Montreal Quebec Canada
August 06, 2020 – March 30, 2020

Spongebob Squarepants Movie

Responsibilities:

- All internal animation on all projects in development.

Achievements:

- Maintained a high level of morale and ensured zero staff turnover for the duration.

Animator, Moving Picture Company, Montreal Quebec Canada
June 10, 2019 – December 15, 2019

Call of the Wild - Movie

Responsibilities:

- All internal animation on all projects in development.

Achievements:

- Maintained a high level of morale and ensured zero staff turnover for the duration.

Animator/Rigger, Ubisoft, Philippines
March 2016 – May 2019

Skull and Bones - Game

Responsibilities:

- All internal animation on all projects in development.
- Mentored team of 5 in the development of high-quality characterized animations.
- Interfaced with programming teams to ensure animations worked within limitations
- Built documentation to visually describe how we would satisfy the projects vision
- Responsible for all animation team hiring

Achievements:

- Maintained a high level of morale and ensured zero staff turnover for the duration.
- 1st hired animation artist in the company

Animator/Rigger, Ladylulck Digital Media, Philippines
March 2012 – December 2015

Sims 4 – Game
Tigerwoods – Game

Responsibilities:

- All internal animation on all projects in development.
- Mentored team of 10 in the development of high-quality characterized animations.
- Interfaced with programming teams to ensure animations worked within limitations
- Built documentation to visually describe how we would satisfy the projects vision

Achievements:

- Maintained a high level of morale and ensured zero staff turnover for the duration.

Education & Qualifications

**Ateneo De Naga University Bachelor of Science in Digital
Illustration and Animation** September 2005 – June 2011

Languages

English – Fluent

Interests & Hobbies

Boxing, Basketball and Playing the guitar