

Beatriz Junquera
3D Animator-3D Artist
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SUMMARY

- Production experience on toy commercials, motion graphics and children's animated books.

EXPERIENCE

Sept 06 –Present, Freelance 3D Animator

Recent clients include:

Brooklynite Gallery, New York
Executed an Open

Instant Noodle Factory, New York

- Rigger, animator, layout artist, and particle/effects artist in a team creating a children's short for SpinMaster, to be included with the toy itself, **The Furberries**.
- Animator and responsible for the CG section of three **U B Funkey** commercials for Radica Games.

High 5 Productions, New York

- Created 3D backgrounds and animations for KID FITNESS, a national PBS television series.
- Executed an opening for a TRUMP real estate website, www.trumpontheocean.com.

Mechanism Digital, New York

Texture Artist on *Engineering an Empire* for the History Channel.

*(Full time graduate student
September 04-May 06)*

World Wrestling Entertainment, Stamford, CT.
2003-2004, Sr. 3D Animator
1999-2002, 3D Animator

- Designed and executed Opens for Pay-Per-Views Productions, from concept to completion.
- Designed and executed animations for sponsors such as Lugz, AT&T, YJ Stinger, Busch.
- Designed and executed various on-air graphics for transitions and lower thirds.

Doros Motion, New York

1993-1999, 3D Animator

1992, Intern

- Animator on two animated children's books, *Abuela* and *Maestro Plays*. Main animator for a third children's book *Zoink*.
- Technical Assistant on several commercials for clients such as Samsung.
- Animator on numerous toy commercials for clients such as Tiger Toys, Hasbro, Posnick & Kolker, Todd McFarlane, DC Comics, Grey Advertising.

Celefex, New York

1991, Intern

- Created 3D Models using Wavefront.

EDUCATION

- M.S. in Digital Imaging, **New York University (CADA)**, New York.
- Maya Master Classes at **SIGGRAPH** San Antonio, Texas.
- Certificate in Computer Graphics and Animation, **Pratt Institute**, New York.
- B.A in Spanish Literature and Linguistics, **Deusto University**, Spain.

HIGHLIGHT OF QUALIFICATIONS

- Strong experience with Maya.
- Strength in technical aspects of animation and problem solving.
- Extended experience with Photoshop and After Effects.
- Familiar with UNIX and MEL.
- Basic knowledge of Mental Ray.

EXHIBITIONS AND AWARDS

- The Golden Marble Awards for Talkboy Squisher *The Squish*. Best Electronic/Video Game Commercial for TIGER Electronics. 1998.
- The Animation Festival at **SIGGRAPH** exhibited *The Maestro Plays*, 1996.
- **The American Library Association** for children endorsed the computer animated video book *Abuela*, 1995.

LANGUAGES

Fluent in Spanish.