

**Gabriel Alvarado-Marín**

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## **TECHNICAL**

Autodesk 3D Studio Max

Autodesk Maya

Digicel Flipbook

E-on Software Vue

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Adobe Premiere

Filemaker

Joomla

html

Linux (bash, sed and awk)

Windows

Mac

## **EDUCATION**

### **ACADEMY OF ART UNIVERSITY**

San Francisco, CA

BFA in Animation, 2005

### **FOOTHILL COLLEGE**

Los Altos, CA

Linux Programming, 2008-2009

Multilingual:

English, Spanish, Italian (Basic) Japanese (continuing education)

## **WORK EXPERIENCE**

### **CPR NETWORK, Sunnyvale, CA (2005 – Present)**

:: Project Manager/Inside Sales

\* Built a company-wide database from scratch to replace old ledger system, which cut order taking time from four minutes to twenty seconds, and old order cross-referencing from two minutes to instant look-up.

\* Updated the company website using a cleaner, W3C compliant design and Joomla as a CMS.

\* Oversee incoming orders from start through completion, including teaming of various vendors necessary for projects. Act as bilingual liaison and interpreter with international clients.

**FED EX KINKO'S, Santa Clara, CA (1999 – 2005)**

:: Assistant Manager/Interim Store Manager

\* Responsible for daily floor operations, implementation of workflow, coaching, quality control and customer issues in store consistently ranked as Top 5 in revenue nation-wide.

\*Served as in-house consultant for Guidant Corporation (now Abbott Vascular) for six months, acting as advisor and ensuring constant and open communication between the two companies.

\*Selected to head the launch of Sign and Banner and Fed Ex shipping departments and for proper training of staff of 25.

**MODDING**

**PROJECT RISE – Game Mod (2008 – 2009)**

<http://www.project-rise.org/news.php>

:: Rigger and animator

\*Responsible for rigging and animation of game models for use in game mod based on Crytek's Crysis game engine.

**JUDGMENT OF THE JEDI – Game Mod (2008), defunct.**

<http://www.moddb.com/mods/judgment-of-the-jedi>

:: Character Animator

\*Use of Character Studio to set up rigs and create convincing animations of low-poly characters for game mod based on the Petroglyph Universe at War platform.

**FREELANCE**

**AUTOMOTIVE SAFETY EQUIPMENT (2004) Saratoga, CA**

[www.adwas.net](http://www.adwas.net)

:: 3d Animation, Graphic Design

\*Completed promotional 3 minute short for product, including 3d animation, titling, video editing and sound editing.

\* Created promotional product pamphlet.

**WLE, INC. (2001) Sunnyvale, CA**

:: Graphic Designer

\* Article and page layout for issue of Kung Fu magazine.