

John-Rhys Garcia

Animator and Illustrator

www.garciarts.com

Johnrhys1384@gmail.com

Chicago, IL

Experience

Motion and Graphics artist

2012 - Current

Malcolm X College

- produce motion animation, flyers, posters, etc. to promote events and pertinent information throughout campus
- collaborate with other directors to determine needed creative assets needed to provide information and be eye catching

3D modeler and 2D concept artist

2014- 2015

"Soteria" game design project, DePaul's Play 4 Change

- Illustrate 2D concept art of main characters, HUD elements, and environments via Adobe Photoshop
- Model 3D assets to be imported to the Unity Engine using Blender 3D and Autodesk Maya
- Collaborate with level designers and art director in balancing aesthetics and game engine practicality of environment designs in concept and 3D
- Communicate with team in regards to updates through Slack, Skype, and other forms of communication

Intern Graphic Designer

Chicago South Asian Film Festival

Summer 2015

- Utilize Photoshop and Adobe Illustrator to design flyers, badges, and other promotional material for the festival as directed by the team lead and other members

Animator and Designer

"Chasm", collaborative short film*

Winter 2014

- Design and animate main character's holographic user wrist computer in Photoshop and After Effects using 3D layers
- Digitally paint environment and other background assets in Photoshop for composite and animation in After Effects
- Animate rigged puppets for scenes in After Effects
- Design 3D environments in Blender 3D for scenes that involved mocap movement

Animator and Designer

Winter 2014

- Matte painting city and farm backgrounds
- animate weather effects such as a tidal wave and a meteor shower

*Awards and recognition for "Chasm":

Officially selected for Sci-Fi-London Festival;

won Jury ward for animation at 2015 Kansas International Film Festival;

accepted and viewed in Chicago International Film Festival;

accepted and viewed in Elgin Short Film Festival 2015

Software

Adobe Photoshop

Flash

After Effects

Illustrator

Blender 3D

Autodesk Maya

Mudbox

Sculptris

Manga Studio

OpenToonz

TvPaint

Skills

2D/3D animation

Compositing and editing

3D modeling and sculpting

UV layout and texture paint

3D rigging

2D concept design

Storyboarding and animatic

Education

DePaul University, Chicago, IL

Masters of Science in Animation

July 2015

Illinois Institute of Art, Chicago, IL

Bachelor of Fine Arts in Game Art/Design

Sept 2008