

SALVADOR HERNANDEZ JR.

SAN DIEGO, CA
619-942-2060
Illustrator/ 2D Animator

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QUALIFICATIONS SUMMARY

Has 6 years' experience in creating animations from Key animation to FX animation in Toon Boom, Flash to even 3D animations with Maya software. Fully understands general illustration programs like Photoshop and Clip Studio. Works well with others and adapts to varying unique styles not their own, while always putting in the extra time to meet their own personal standard.

SOFTWARE AND SKILLS

- ToonBoom/ Flash
- Adobe Photoshop/ Clip Studio
- Adobe Illustrator
- Adobe Premier Pro/ After Effects
- Maya/ zBrush/ Blender

EDUCATION

BA IN MEDIA ARTS AND ANIMATION at **ART INSTITUTE OF CALIFORNIA, SAN DIEGO.**
DEC 2017

EXPERIENCE

2D ANIMATOR, LEAN MEAN BEAN MACHINE, ART INSTITUTE OF CALIFORNIA, SAN DIEGO.
OCTOBER 2017

Keyframe Animated for a the animated short "Handbag" done over the course of 8 hours for the 24hr animation contest, that reach 7th place out of 183 entrees

2-D ANIMATOR, KIRBY REANIMATED.

JAN 2019

Animated a small cut for a reanimated collab project.

INKER/CONCEPT ARTIST, PROJECT MONSTROUS, SAN DIEGO.

FEB 2019– AUG 2019

Inking comic pages, and concepting characters and locations

LOGO, IMAGINARY AMBITION.

MARCH 2017

A Commission for an original brand logo for the music comedy YouTube channel "Imaginary Ambition"

ADDITIONAL EXPERIENCE

PART TIME CASHIER, 7-11. JAN 2014-AUG 2019

Works the register, checking in large orders, stocks the merchandise, doing inventory count and checking the monwww.salvadorhernandezart.com ey.