Mitch Gonzalez

P h o n e 9 5 2. 2 1 5. 5 5 5 9

E m a i l m i t c h . j . g o n z a l e z @ g m a i l . c o m

# E x p e r i e n c e

**Wolf & Crow** | Animation Supervisor **|** Los Angeles, CA | 2014-Present

> Headed up animation department on three key sequences for *Pan* simultaneously> Supervised animation on *Björk: The Gate* music video

> Oversaw animation department on *Napoleon: The Ticket* short film
> Led animation for various commercials including *Google, Apple, Beats, Honda, and Science Channel*

**Prologue Films** | Animation Supervisor / Visual Effects Artist| Venice, CA | 2011-2014

> Headed up animation department on four of *Bungie’s:* *Destiny* in-game cinematics
> Supervised animation on *Audi Paris Car Show*

> Supervised previs animation and helped craft the final look of *Noah* seven-daycreation sequence
> Led animation department on *Jack the Giant Slayer*, including previs, rigging, layout, animation, and cloth fx> Assisted on opening sequence to *Mission Impossible: Ghost Protocol,* including layout, animation, shading, lighting, and rendering

**Pixomondo** | Animator | Santa Monica, CA | 2010-2011

> Feature VFX and animation on *Fast Five,* and *Red Tails*

 > VFX Generalist on *Hugo*, which included animation, rigging, lighting and shading
 > Collaborated in a fast paced production pipeline with strict schedules and tight deadlines

 **Post Mango VFX** | *Visual Effects Animator* | Culver City, CA | 2011

 > Feature VFX and animation on *The Double,* and *Chronicle*

 > Responsible for animation and pre-composing the visual effects
 > Previs animator on *Chronicle*

**Charlie Company** | Animator | Santa Monica, CA | 2010

> Assisted on *Disney Channel* promotions for *Disney Junior* involving CG elements with live action

> Assigned multiple shots with responsibility of character/s animation and environment animation

**Reel FX** | Remote Character Animator | Dallas, TX | 2010

> Feature Character Animation with *Warner Brothers* on *Looney Tunes* Project involving three 2 ½

 minute CG stereoscopic Roadrunner/Wiley shorts for theatrical release

> Animated on *Kit Kat* commercial involving realistic squirrels and live action

> Assigned multiple shots with responsibility on all character/s animation

# E d u c a t i o n

**Ringling College of Art and Design,** 2006-2010 **Sarasota, FL**

*Bachelor of Fine Art in Computer Animation GPA: 3.88/4.00*

|  |  |
| --- | --- |
|  > Graduated with Honors > Four *Best of Ringling* Awards in Computer Animation > Student Ambassador 2007-2010 > Avant Garde Scholarship 2007-2010 | > President’s List 2006-2010> Lazarus Foundation 2006-2010> Glass Foundation Fellowship 2006-2009> Orientation Leader 2007 |

# Q u a l i f i c a t i o n s

|  |  |  |
| --- | --- | --- |
| > Animation/Previs Supervision> Autodesk Maya 2017> Autodesk 3ds Max 2017> Autodesk MotionBuilder 2017 | > Autodesk Mudbox 2017> Adobe After Effects CC > Adobe Premiere Pro CC 2017> Adobe Photoshop CC 2017 | > Digital Cinematography/ Previs> Layout/ Rigging> Motion Capture/ Acting> Modeling/Texuring |