

Isaí Calderón III

Animator / Technical Animator / (305) 878 – 1022 / Isai.anim@gmail.com / www.IsaiCalderon.com

WORK EXPERIENCE

Salesforce - Dreamforce Presentation

August 2023 ~ October 2023

Senior Animator / Technical Artist

- Lead Animation Outsource Team
- Body and face Performance Capture cleanup and retarget
- Rig Development
- Develop Unreal Engine and Maya workflows

Luki and The Lights (short film)

August 2022 ~ March 2023

Animator / Technical Artist

- Animation Export tool
- TimeWarp tool

Atomic Fiction / Method Studios / Company3

September 2017 ~ June 2023

Senior Animator / Technical Artist

- *Ad: Apartments.com + Others*
 - Camera Layout
 - Creature Animation
 - Plate and Scene Retime tool
- *Film: Thor: Love and Thunder*
 - Animation for Gladiator sequence
 - Clean up Performance Capture
 - Assist in development of Performance Capture pipeline
- *Film: Wonder Woman 1984*
 - Layout, Animation, and CG takeovers for Invisible Jet sequence.
 - Fireworks Layout tool
 - Clouds Layout tool
- *Show: Ms Marvel*
 - Layout and Animation for multiple sequences
 - Arm Glow Timing tool
- *Film: The Witches (2020)*
 - Layout and Animation for multiple sequences.
 - Sticky Lip tool
- *Film: Welcome to Marwen*
 - Motion Harvest tool
 - Rig Connection tool
 - Clean up performance capture

Industrial Light and Magic

September 2016 ~ July 2017

Junior Animator

- *Film: Kong: Skull Island*
 - Animate key background creatures and helicopters
 - Adjust existing animation to improve performances
 - Animate pre-roll for dynamic effects
- *Film: Ready Player One*
 - Clean up and stitch multiple Performance Capture Takes into one performance.
 - Relative Motion tool
 - Scale Scene tool
 - Constraint Removal tool
 - Working Pivot tool

Viscira

April 2015 ~ September 2016

3D Animator

EDUCATION

StudioArts - Unreal Connectors Program

August 2023 - October 2023

The Animation Collaborative

June 2012 ~ June 2015

AnimationMentor.com

June 2010 ~ March 2011

The Art Institute of Fort Lauderdale

March 2009

SILLS & SOFTWARE

Keyframe Animation

Python (PyMel, PyQt)

Unreal Engine

Bipedal Animation

Some Rigging

Motion Builder

Performance Capture/Motion Capture data cleanup and Retargeting

Some Modeling

The Foundry's Nuke

Autodesk Maya

Fluent in Spanish and German

*References available upon request