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Arturo de la Guardia  
Visual Artist

## Profile

- Over 15 years of experience in animated video production
- Trained in 2D, 3D character and creature animation
- Thorough understanding of all artistic aspects of the use of 3D software
- Ability to adapt to various drawing and animation styles

## Education

- Animation Mentor (2014 - 2015)
- Savannah College of Art and Design (2000 - 2004)
- Bachelor of Fine Arts: Computer Art, Minor in Graphic Design  
Magna Cum Laude 2004  
Maria Effing Scholarship  
Dean's list 2000 - 2004

## Experience

Freelance CG Generalist Artist (2004 - currently)

Under the pseudonym Flan de la Casa I provide consultancy services for 2D and 3D animation, brand development, 3D design, directing, visual development, visual effects, storyboard development, layout and animatics for commercials, film, web series and documentaries. Expertise in the complete process of creation of an animated character, as well as acting, body mechanics and creature behavior and locomotion.

## Selected accomplishments:

- Directed a Team of CG Artists to develop a 3D production for a 4-part commercial that involved the creation of twelve characters, four sets and a deadline of one month. Developed a system of generic rigging for the eleven human characters and one dog.
- Developed the concept and animation for the company mascot of Dulcería Momi (pastry shop chain in Panama), and origin story. This involved writing the script for the sequence, working closely with musicians on the score, layout, character design and animation.
- Created animated sequences for 3 products for SIP, a brand of cleaning products. Made the animation and adapted the script to a song. Co-wrote the songs and sang the lead and choir voices in one of them.
- Worked in an animated production: Circus Jam by Animation Mentor and Artella, using a pipeline, giving and receiving feedback, showing dailies to our supervisor and receiving notes from the director.
- Adapted a cookie jar design to 3D for printing, which participated in the Iberoamerican Design Biennial in Madrid, Spain in 2014.
- Made 4 intro sequences, the lower third graphics and the music for the Youtube channel: Patacoins TV.
- Made 5 illustrations 2 animated sequences for the Main Square Museum of Panama Viejo. Worked with the head architect, graphic designer and anthropologists of the museum to enrich the historical context of each piece.
- Worked in the inauguration of the Panama Canal Expansion in an animated clip where we needed to interpret kids' ideas of how the canal was built, animated in 4 different styles that simulated different mediums: crayons, clay, photorealism and technical/infographic.
- Changed the packaging of a product in a shot, tracking the camera movement of the original footage and replacing it with a new one, entirely computer generated.

## Skills

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### Art Skills:

Screenwriting, storyboarding, concept art, visual development, illustration, matte painting, animatics, layout, 2D classic/rigged, 3D biped, quaduped, winged and facial animation, lighting, visual effects, compositing, video editing, modeling, texturing, photography, graphic design, motion graphics.

### Software:

Autodesk Maya, Blender, ToonBoom, OpenToonz, Adobe After Effects, Photoshop, Illustrator, Pixologic Zbrush, Krita, Gimp, Dragonbones, Blender Greasepencil, Meshroom, Instant Meshes, Materialize, DaVinci Resolve.

### Technical Skills:

Retopology, UV unwrapping, rigging, shaders and materials, rendering, camera and object tracking, fluids, smoke, fur, particles, photogrammetry.

## Languages

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English (fluent), Spanish (native) and A2 French.

## References

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Available upon request.