



Darrol Moore

CG and After Effects Artist

- www.darrolmoore.com
- dm@darrolmoore.com
- [Linkedin.com/in/darrolmoore](https://www.linkedin.com/in/darrolmoore)

SUMMARY

Highly motivated recent graduate focused on Character Rigging with additional experience in modeling, texturing, layout, animation, and lighting within Autodesk Maya. Quick study and always looking for a challenge. Also a freelance motion graphics artist known for speed and going beyond expectations.

EMPLOYMENT



Tumbleweed Entertainment Inc Animatic Artist 12. 2007 - Present

Animated over 70 animatics for clients such as Altoids, Walmart, Visa, and The Martin Agency
Designed graphics including an introduction for Sierra Club Productions in 2008.
Designed the graphics for a Pepsi and Fox Sports Network piece covering their accomplishments with the 2011 Field of Dreams promotion with the MLB.

Volunteer Rotoscope Artist 09. 2009 - 08. 2013

Helped complete rotoscope work for Nathaniel Caauwe fan projects Ryan vs. Brandon 2, Dual of the Dorks, and Alex vs. Nate 2.

SKILLS

- 4 years of experience in Maya with modeling, rigging, UV mapping, texturing, animation, and simulations
- 7 years of experience with After Effects, Photoshop, and Premiere.
- 10+ years of using Microsoft Office

EDUCATION
SOFTWARE



Mt. Sierra College Monrovia, CA 2009-2013 *Cume laude* Bachelor of Arts: Media Arts & Design Visual Effects and Digital Video

Rigging Dojo June 23, 2014 - July 21, 2014 Props Rigging

Pasadena City College Pasadena, CA 2007-2009 General Education - Transfer

After Effects	
Maya	
Premiere	
Photoshop	
MEL	
Python	
HTML/CSS	