



Carlos Pedroza  
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**Objective:** A position in 3D digital cinematography in the entertainment industry.

**Qualifications:** Previsualization, Layout, Digital Cinematography, Camera, and Integration expertise for Feature Film and Commercials, as well as Leadership experience in the Video Game Industry. Proficiency in all forms of 3D animation, Mocap Pipeline creation, modeling, Production Pipeline development. Compositing, effects animation, particles, dynamics and lighting. Texturing, MEL and Python scripting, PyQt, character rigging and animation. Creative problem solving and design skills. Strong project management and storytelling capabilities.

### **Professional experience**

#### **Digital Domain**

Venice Beach, CA  
12/2008 – 5/2012

**Previz Lead**, Previz setup, Previz Shot creation, shot layout, cinematography, choreography, camera animation, digital environments, modeling, rigging, MEL and Python scripting, animation, mocap for previz, tools development for Previz team.

Projects: **"Ender's Game"** Lionsgate (2013),  
**"47 Ronin"** Universal Pictures (2013),  
**"Rapid Strike: USAF Motion Simulator"** US Airforce (2012),  
**"Skyy Vodka: Passion for Perfection"** Campari America (2012),  
**"The Darkness II: Trailer"** 2K Games (2012),  
**"Rock of Ages"** Warner Brothers (2012),  
**"Gears of War 3: Brothers to the End"** Microsoft Studios (2012),  
**"The Girl With The Dragon Tattoo"** Columbia Pictures (2011),  
**"Rise of the Planet of the Apes"** 20<sup>th</sup> Century Fox (2011),  
**"Thor"** Marvel (2011),  
**"Tron: Legacy"** Walt Disney Pictures (2010)

#### **The Third Floor**

Los Angeles, CA  
4/2007 – 11/2008

**Senior Previz Artist**, Previz, shot layout, cinematography, choreography, camera animation, set dressing, modeling, MEL scripting, animation.

Projects: **"Alice in Wonderland"** Walt Disney Pictures (2010),  
**"G-Force"** Walt Disney Pictures (2009),  
**"Resident Evil 5: Biohazard"** Capcom (2009),  
**"Simple Machines"** Walden Media (unannounced),  
**"Need For Speed 2009"** Electronic Arts (2009),  
**"Eagle Eye"** Dreamworks (2009),  
**"Valkyrie"** Paramount(2008),  
**"The Chronicles of Narnia: Prince Caspian"** Walt Disney Pictures (2008),  
**"Cloverfield"** Universal (2008),  
**"Subaru Imprezza 'Peel' Commercial"** Viacom (2007)  
**"Chevy Malibu 'Baby' Commercial"** Viacom (2008)  
**"Chevy Malibu 'Quiet' Commercial"** Viacom (2008)

## **Sony Pictures Imageworks**

Culver City, CA  
1/2004 – 4/2007

**Senior Technical Director-Layout**, Rough and Final layout, cinematography, choreography  
camera animation, set dressing, modeling, MEL scripting,

animation.

Projects: **"Spire"** Sony Pictures Imageworks ( 2007),  
**"Surf's Up"** Sony Pictures Animation ( 2007),  
**"Open Season"** Sony Pictures Animation(2006),  
**"Boog and Elliot's Midnight Bun Run"** (2007)  
**"Open Season: Separating the Trees from the Forest"**(2006)  
**"The Polar Express"** Warner Bros. (2004),

## **ESC Entertainment**

Alameda, CA  
5/2003 – 9/2003

**Effects Technical Director/Virtual Backgrounds**. 3D modeling, mapping,  
effects, shaders, photogrametry, digital paint, MEL scripting.

Projects: **"The Matrix-Revolutions"** Warner Bros. (2003)

## **Rockstar San Diego**

Carlsbad, CA  
11/2002 to 5/2003

**Lead Artist**. Team coordination and supervision, 3D animation, environment  
modeling, texturing, MEL scripting.

Projects: **"Red Dead Revolver"**, Rockstar (2004)

## **Angel Studios**

Carlsbad, CA  
1/2000 to 11/2002

**Lead Artist**. Team coordination and supervision, 3D animation, character  
setup, character modeling, environment modeling, texturing. MEL scripting.

Projects: **"XGirl"** , Microsoft (2000)

## **Academy of Art College**

San Francisco, CA  
2/99 to 12/99

**Directed Study Advisor**. Instructed Graduate Students in the field of 3D  
animation.

## **3D Visions**

San Francisco, CA  
6/98 to 9/98

**3D modeler/ animator** Created 3D models and texturing of architectural,  
environmental and organic objects as well as 3D animation.

## **Catalisis Arquitectos**

Colima, Mexico  
5/95 to 5/96

**Project Manager/ Architect**. Designed, managed and supervised  
architectural projects.

## **Pedroza Arquitectos**

Cuernavaca, Mexico  
4/93 to 5/95

**Project Manager/ Architect**. Architectural project design and construction  
management. Projects included residential, retail and office space.

## Education

### **Academy of Art College**

San Francisco, CA

9/1997 12/1999

**Master of Fine Arts** -computer animation, **VALEDICTORIAN** GPA 3.985

Thesis project: "**The Poultry Paradox**" (1999)

### **Universidad Anahuac**

Mexico City, Mexico

9/1986 11/1991

**Architecture**, GPA of 3.57. Awards include best average for several semesters.

## Technical Writings, Exposure, Teaching and Speaking Engagements

**Festival Internacional de Animacion Medellin, Colombia 2011**, Presenter

**Workshop Transmedia RutaN, Medellin Colombia, 2011** Co-Organizer and Presenter

**Workshop de Animacion 3d: Universos de Imaginacion, Medellin, Colombia**, Presenter

**The Visual Effects Society** Former Member.

**The Visual Effects Society** 2007 Nomination Judge.

**ASIFA-Hollywood** Former Member.

**Sehsüchte Internationale Filmfestival.** Berlin, Germany. Screening of The Poultry Paradox 2001.

**Hochschule fur Film und Fernseher.** Berlin, Germany. Panelist in Film Directors Forum 2001.

**Tech-TV. Eyedrops #7.** International Broadcast Exposure of The Poultry Paradox 2002.

**24xSegundo Magazine** Mexico City, Mexico. I was interviewed for Mexico's 24xSegundo Magazine.

**Cine Premiere** Mexico City, Mexico. I was interviewed for Mexico's Cine Premiere Magazine.

**Gardners Great Animation Show.** Video Release Featuring The Poultry Paradox. 2002.

**Maya 2- Character Animation .** Collaborated on Digital Lighting Chapter & CD.

**The Art of Maya.** Feature on Red Dead Revolver. Sybex Publishing, Alias Wavefront 2003.

**Academy of At University** Broadcast Advertisement Campaign. Featuring The Poultry Paradox 2001/02

**Academy of At University** Broadcast Advertisement Campaign. Featuring Midnight Heist 1999

## Additional Information

### **Proficient in:**

Maya                      MEL and Python Scripting                      Nuke                      3D Studio Max                      Photoshop                      After Effects

Strong design and freehand drawing skills

Experienced in Windows, Linux, Unix, and Apple computer platforms.

Languages: Fluent in English, Spanish, French and German.