

## Guillermo Gonzalez-Oakes

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Portfolio Site: <http://ollinelli.com/>

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### Core Skills:

Leadership - Animation - 3D Generalist - Flash Development - Illustration - Design - Motion Graphics - ActionScript - Web Development - Technical Support - Technical Artist

### Production Environments:

Maya, After Effects, 3DS Max, Cinema 4D, Adobe CC 2014, Flash/ActionScript AS2/AS3, Photoshop, Illustrator, Director, Unreal 3 Ed, Gamebryo, HTML5 , JavaScript, PHP, MaxScript, PC & Mac.

### Experience:

**High 5 Games**, New York, NY

**2012– Current**

#### Lead Animator

Bringing artwork to life via any and all means for the leading slot machine content creator. Carrying art and animation through every step of the process in an After Effects, Maya, Cinema 4D, Adobe CC2014 environment.

- Currently leading the art studio's post production team, polishing and finalizing art packages heading towards land based casinos
- Helping push the company to meet the highest production standards in the industry
- Involved in the creative process from conception to delivery of top ranked games
- Led in the development and optimization of art and animation for High5Casino's lobby, the company's leading Facebook Flash application

**CUNY Bronx Community College**, Bronx, NY

**2012 – 2013**

#### Adjunct Professor

- Taught the Art & Music Department's Art 93 course (Interactive Multimedia Design) for three semester's to great student and staff review
- Developed the updated course curriculum: an introduction to UI/UX design, information architecture, and ActionScript 3.

**Ollinelli Interactive**, New York, NY/ Los Angeles, CA

**2001 – Current**

#### Digital Artist by Contract

**Sideways-NYC & 87AM** (Freelance Flash Developer); **Alpha Digital Network** (Art Direction, Graphic Design, Illustration, Technical Artist); **Deluxe Entertainment** (Software Prototype Flash Development); **Thor: God of Thunder - Liquid Entertainment** (UI Development, In-game Animations, Flash Game Development)); **MMA: Born Stronger** (Flash Game and 3D Development)

- Providing design, development, animation, and interactive solutions
- Recent clients: Sideways-NYC, 87AM, Alpha Digital Network, Deluxe Entertainment, E22 Development, Liquid Entertainment, Ghost Motorsports, Burton Design Group, T&B Planning and Rhythm & Hues

**Blockade Entertainment**, Sherman Oaks, CA

**2008**

#### 3D Animator

**Rise of the Argonauts** (X360, PC); **Dante's Inferno** (Game Trailer); **LEGO Batman** (Game Trailer); **Little Angel** (Short Film using art assets from Brothers in Arms)

- Assisted in the development of a pipeline for re-purposing video game assets to create animations rendered using the Unreal 3 Engine and an online animation tool
- Vetted assets, refined rigs, and created original content
- Set up scenes: imported, attached, synced, cleaned up, and refined mo-cap
- Hand-animated secondary animations, non-biped characters, and facial expressions
- Supported director with technical issues
- Clients included Codemasters, Liquid Entertainment, Gearbox, EA, and Warner Bros.

**Clairvoyant Systems, Inc.,** Long Beach, CA

**2006 – 2008**

Digital Artist/UI Designer

**Formula 1 Racing** (Gamebryo Engine Visualization Tool)

- Responsible for the UI design and implementation of several projects, most notably a next-gen racing visualization tool
- Modeled, textured, rigged, and animated assets and characters for use with Gamebryo engine
- Developed Flash demos for ongoing projects

**Tech and Toon Interactive, Inc.,** Downey, CA

**1999 – 2008**

Multimedia Director

- Produced and led in the design, development, and maintenance of 3D animations, Flash games, web development, CD-Rom, and interactive Flash projects
- Clients included Rhythm and Hues, UCLA, Eevolver, Zugara, Habitat for Humanity, and Timothy Yarger Fine Art

**VPI.net,** Irvine, CA

**2005 – 2006**

Flash Programmer

- Developed interactive Flash websites, games, mini-sites, sweepstakes sites, and rich media banners as an ActionScript programmer, designer, and PHP developer.
- Clients included: Hilary Duff, THQ, Ubisoft, AOL, History Channel, Mary-Kate and Ashley Olsen, and the cities of Aliso Viejo, Lake Forest, and Pomona

**Rhythm and Hues,** Los Angeles, CA

**2003 – 2006**

3D Generalist by Contract

- Created 3D assets and animations for a series of video slot machines by WMS Gaming as well as 3D characters for an AOL SuperBuddy commercial and digital matte projects for the Seattle Science Fiction Museum
- Responsible for the production pipeline including poly and spline modeling, character rigging, and animations as well as lighting, texturing, cloth and fur simulations, and rendering

**UCLA – LeRoy Neiman Center,** Los Angeles, CA

**1999 – 2004**

Staff Research Assistant

- Developed web applications which led to an NSF grant of 1 million dollars
- Assisted in the design, development, and maintenance of Center web and design projects including database driven Flash and Cold Fusion web tools and print materials for the director's publications
- Maintained office hardware and network. Supported staff and management with technical issues

## **Education:**

**University of California, Los Angeles (UCLA),** Los Angeles, CA

**2001**

- B.A. in Anthropology
- Minor in Chicano Studies
- Concentration on Third World Development