

William Mendoza

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vimeo.com/williammendoza

PROFILE

LA based artist experienced in video directing, editing, vfx, 3D graphics and animation.

PREVIOUS EMPLOYMENT

The Conlin Company; Hollywood, CA — 2010

Casting editor and videographer, responsible for shooting interviews and editing them into casting videos that were then sent to Fox execs for the upcoming season of Kitchen Nightmares.

VFX Artist, Numb Robot; Burbank, CA — 2010

VFX artist in charge of creating an elaborate digital background prop for the live action independent film "Red Princess Blues."

VFX Artist, Unimaginable Images; Santa Monica, CA — 2010

VFX artist working on final shots for the live action independent film "The Hunting of the Snark."

Maya Generalist, Scion; West Hollywood, CA — 2009

Animated and designed a ten second commercial that was used for an online Scion promotion.

Maya Generalist, Six Degrees Games; Marina Del Rey — 2008-2009

Lead 3D environment artist for the online MMO Action All Stars.

Computer Graphic Artist, MAXIS/EA; Redwood City, CA — 2003-2007

Environment artist in charge of the construction of hundreds of assets used in the Sims 2, Sims 2: University, Sims 2: Nightlife, Sims 2: Open For Business, Sims 2: Pets, and the Nintendo Wii game MySims.

EDUCATION

Ex'Pression College of Digital Arts; Emeryville, CA

Associates Degree in Applied Sciences.

Majored in video production and digital animation/vfx.

SKILLS

Directing, Editing, VFX, Motion Graphics, Animation, Illustration, Graphic Design, Comedy Writing, Long Form Improv

SOFTWARE

Final Cut Pro, Apple Color, Compressor, DVD Studio Pro, After Effects, Nuke, Photoshop, Maya, Illustrator, Dreamweaver, zBrush, Mudbox, Mental Ray

REFERENCES

Robin Hunicke, Producer, MySims

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773 251 0984

Mark Koerner, Creative Director, Six Degrees Games

mark@sixdegreesgames.com

310 578 2003