

# Ross Rubino

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## Work Experience

- Lead Senior Motion Graphic Artist. ANC. July 2019 - Present
- Motion Graphic Artist. Parx Casino. April 2018 - May 2019
- Motion Graphic Artist. Alkemy X. Freelancer. March-April 2018
- VFX Artist. SM Studios. October 2017 - August 2018
- Broadcast Designer. WPVI 6abc Action News. Jan. 2015-Sept. 2017
- Motion Graphics Artist. Contractor. Metropolitan Interactive. August 2013-Present
- Lehigh Valley Phantoms Hockey Team. Opening Game Animation. Freelance. September-Oct. 15<sup>th</sup> 2014

## Software

|                   |                 |                   |            |                |                    |
|-------------------|-----------------|-------------------|------------|----------------|--------------------|
| Adobe Suite       | Cinema 4D       | Autodesk Maya     | ZBrush     | Trapcode Suite | Videocopilot Suite |
| Octane Renderer   | Arnold Renderer | Redshift Renderer | Realflow   | Nuke           | Syntheyes          |
| Substance Painter | Forester        | World Creator     | EmberGenFX | Unreal Engine  | X-Particles        |

## Education

- B.S. Computer Animation 2011-2013 Full Sail University, Winter Park, Florida

## Skills

- Quick to understand and implement new software, workflows, and templates
- Understanding of pipeline and workflow optimization to quickly jump in on any part of a project individually or on a team
- Strong troubleshooting and workaround abilities
- Strong knowledge in post production compositing programs to finalize the look of assets