

Ross Rubino

www.RossRubino.com

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Work Experience

- Lead Animator. ESPN. Sept. 2022 - Present
- Lead Designer. ESPN. Nov. 2021 - Sept. 2022
- Lead Senior Motion Graphic Artist. ANC. July 2019 - Nov. 2021
- 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

Software

Adobe Suite	Cinema 4D	Autodesk Maya	ZBrush	Trapcode Suite	Videocopilot Suite
Octane Renderer	Arnold Renderer	Redshift Renderer	Reaflow	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