

ANGELO DESANTIS

3D Animator

Rigger


3D Modeler

PROFILE

Hardworking, highly motivated professional, eager to lend combined knowledge and skills to enhance business performance. Operates well in both individual and team capacities, leveraging seasoned work ethic to quickly adapt to different processes and drive company objectives. Resourceful and results-driven with a passion for growth and efficiency to meet company needs and increase service value.

CONTACT

 905-912-2834

 checkers3danimation@gmail.com

 checkers3d.com

EXPERIENCE AND KNOWLEDGE

Machine operator

DISS 2019-2024

CNC programming, Quality Control, Material Handling, general housekeeping.

Using software like Autodesk Maya and Blender to create and refine animations.

Creating animation loops for video games or interactive media

Creating 3D models of characters, objects and environments based on concept art or real-life references.

Rigging models with skeletons to prepare them for animation.

Animating characters and objects in a 3D space to create believable movements and actions.

SKILLS

- Maya
- 3ds Max
- Photoshop
- Premiere Pro
- After Effects
- 3d Printing software
- Blender

EDUCATION

Mohawk college

2021-2023

Advanced degree in 3d Animation

CG Spectrum

2023-2024

Certificate in advanced 3d Animation