

ROBERTO ANTONIO GOMEZ NAJERA

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WORK EXPERIENCE • DESIGN

- Aug. 2003-Present** **Multimedia Art Director**
USC School of Cinematic Arts
University of Southern California (USC)
2019 Staff Recognition Award
Four Premier Print Awards (Printing Industries of America, Inc. 2007, 2007, 2017, 2018)
- February 2012** **Brand Designer**
American Film Showcase
US State Department
- Nov. 2002-March 2003** **Art Director**
Institute for Multimedia Literacy, USC
- Sept. 1999-Oct. 2002** **Graphic Designer**
Dean's Office, School of Cinema-Television, USC

WORK EXPERIENCE • PHOTOGRAPHY

- Nov. 2018-April 2026** **On Site Photojournalist**
Lucas Museum of Narrative Art
Documenting construction and workers' experiences
- 2002-Present** **HIGHLIGHT PROJECTS INCLUDE:**
Leonard Maltin, Andrew Marlowe (*Castle*), Matt Weiner/Mad Men Team, Pepe Reilly (Olympian), Beckham Gill Pasadena Publicity, Multiple Subjects for Editorial and Fashion; for the USC School of Cinematic Arts: Hollywood Chamber of Commerce Star Dedication, Complex Opening Gala, Commencement, Faculty and Staff headshots, Collaterals, Publications, Advertising and Product Photography

WORK EXPERIENCE • SPACES AND SPECIAL PROJECTS

- February 2019** **Producer, Concept Designer, Curator, and Builder**
90th Anniversary Historical Exhibit (Photography and artefacts)
USC School of Cinematic Arts
- 2001-Present** Alumni and Friends Special Projects for: **George Lucas** (2002, 2006, 2009, 2010, 2013-2026), **Steven Spielberg** (2001, 2016, 2017-2019), **Robert Zemeckis** (2001, 2002, 2006, 2008-2026), **Hugh Hefner** (2006, 2016), **Frank Price** (2015-2025), **Kevin Feige** (2014, 2023, 2026), **Sumner Redstone** (2013, 2014, 2016), **Marcia Lucas** (2011), **Hitchcock Family** (2004)
USC School of Cinematic Arts

2016-2018	Producer and Designer Interior Redesign (Building Update for lobby, hallways, reception area, breakroom and animation classroom) Robert Zemeckis Center for Digital Arts, USC
July-December 2012	Designer Interior Redesign (Main theatre and restrooms) Eileen Norris Theatre USC School of Cinematic Arts, USC
July 2006	Producer, Art Director and Illustrator <i>Communication through the Ages</i> 72ft. x 8ft. Mural Mark Taper Hall of Humanities, USC
Sep. 2005-March 2006	Producer, Art Director and Designer Interactive Lobby Installation Design Institute for Multimedia Literacy, USC
Nov. 2005-March 2006	Producer, Art Director, Graphic Artist and Animator <i>Digital Wall-The History of Communication</i> (Interactive museum piece) Institute for Multimedia Literacy

WORK EXPERIENCE • ANIMATION & VIDEO

May 2018	Character Design and Art Direction <i>The Carringtons</i> Courteney Cox, Producer; Dave Morgasen /Tim Stack/Jim Stein, Creators
February-April 2018	Director, Writer and Graphic Artist <i>John Mork</i> Tribute Video
October 2013	Illustrator <i>The Media Bear</i> Illustrations World Economic Forum 2013 Future of Media Council Davos, Switzerland
January-April 2012	Director, Writer and Graphic Artist <i>Ed Roski</i> Tribute Video, USC
January-April 2010	Director, Writer and Animator <i>Steven B. Sample</i> Tribute Video, USC
2010-2013	Creative and Animator Miscellaneous Motion Graphics for USC President's Office Events
Feb. 2001-March 2001	Director, Character Designer and Animator <i>Opening Ceremony Animation</i> Robert Zemeckis Center for Digital Arts
June 2000-Aug. 2000	Production Assistant Visual Development Department, Walt Disney Feature Animation

May. 2000-Aug. 2000	Director, Character Designer and Animator <i>Pane, Safety Video, Old Castle Glass Company</i>
June 1999-July 1999	Director, Character Designer and Animator <i>Put the Oscar on my Tombstone, Awareness Video, USC</i>

WORK EXPERIENCE • OTHER

April 2003- July 2003	Creative Content Consultant, Ethnographer TV Azteca TV Network, Mexico City
March 1997-May 1999	Assistant Director, Ethnographer Office of Media Studies TV Azteca TV Network, Mexico City
July 1991-Feb. 1992	Cultural Representative, Certified WDW Trainer Walt Disney World, Orlando, Florida

EDUCATION

Aug. 1998-Aug. 2001	M.F.A. Film, Video and Computer Animation School of Cinematic Arts University of Southern California
Aug. 1992-Dec. 1996	B.A. Communication Sciences Instituto Tecnológico y de Estudios Superiores de Monterrey Campus Estado de México (Magna Cum Laude)
July. 1991-Jan. 1992	<i>Ducktorate</i> Studio Production Disney University, Orlando, Florida

TECHNICAL SKILLS

PROFICIENT: Photoshop, Illustrator, InDesign, After Effects, iMovie, Word, Excel, Power Point, Photography, 35mm Oxberry Stand

PUBLICATIONS

The Wrap, Canon's Profiles, Daily Variety, The Hollywood Reporter, LA Times, LA Weekly, Fulbright Australia's Minds & Hearts, USC Chronicle, Trojan Family Magazine, USC.edu, In Motion, Adelante Magazine, and Razón y Palabra

LANGUAGES

PROFICIENT: English, Spanish
KNOWLEDGE: French, Italian

GRANTS AND SCHOLARSHIPS

Aug. 1998-May 2000	Fulbright-Garcia Robles Scholarship
Aug. 1999-May 2000	Hollywood Foreign Press Association Scholarship
Aug. 2000-May 2001	Rodolfo Montes Memorial Scholarship

BIOGRAPHY (FOLLOWING PAGE)

ABOUT ROBERTO

Roberto Antonio Gómez Nájera is a visual artist living in Pasadena, California. Born and raised in México City, México, he was drawing, creating, building stuff and making movies since his early years while on a steady diet of Mickey Mouse, Top Cat and He-Man cartoons.

Roberto currently holds the main creative position as Multimedia Art Director, at the University of Southern California, School of Cinematic Arts. He is the 2019 recipient of the Staff Recognition Award for his work at the School. There, he created the new branding for the 2006 renaming of the School and has been in charge since of the graphic identity, print media, collateral materials, photography as well as special projects for major donors like George Lucas, Steven Spielberg, Robert Zemeckis, Kevin Feige and Hugh Hefner, among others. For his work as a designer, he has four international Premier Print Awards by the Printing Industries of America, Inc.

Recently, Roberto visually documented the construction of the Lucas Museum of Narrative Arts in Los Angeles, California, since its beginning in 2018 and until its completion in 2026.

In 2001 Roberto received a Masters in Fine Arts from the University of Southern California, School of Cinematic Arts. During his time at USC, he worked under the mentoring of internationally renowned artists Ishu Patel and Kathy Smith, as well as animation journeyman Tom Sito. His years at USC were possible through the prestigious Fulbright-Garcia Robles, Hollywood Foreign Press and Rodolfo Montes scholarships. Before graduating from USC, Roberto completed an internship at the Walt Disney Studios Feature Animation's Development Department. His student film *La Leyenda* about Aztec mythology was selected to screen in Brazil's AnimaMundi Animation Festival.

Prior to living in California, he worked for TV Azteca television network in Mexico under the guidance of British communication expert Reginald Clifford; traveling around the country as head of a qualitative research team of 22 people, conducting media and social investigations for news, scripted programming and "telenovelas". This experience allowed Roberto to meet, learn and understand first hand from audiences how they think, feel and perceive different types of storytelling.

Roberto graduated Magna Cum Laude with a B.A. from the Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Estado de México (or "Tec") with a degree in Communications Sciences. In Mexico this degree relates to producing film, television, print and digital media, as well as radio production. Roberto created the first animated final-project short film at his University.

Before college, Roberto worked as cast member of the Mexican pavilion at Walt Disney World's EPCOT Center in Orlando, Florida. During this time, he completed a "Ducktorate Degree" in Studio Production from the Disney University (His degree is signed by Donald Duck, the REAL Donald Duck.)

Previously, Roberto was busy saving the world in the Model United Nations at Harvard University in Boston, Massachusetts, with his high school classmates from Mexico.

Roberto grew up in a household where his creativity was always encouraged. From drawing on every surface and material, to moving furniture and creating elaborate film sets with his sisters, neighbors and cousins for days at a time, to burning the ping pong table in the name of good special effects. He was given his first 8mm projector at the age of four, his first RICOH instant camera at ten, and his first Betacam at fourteen.

Roberto fell in love with storytelling at the age of four after drawing with permanent markers on his family's portable movie screen.