

**ROBERTO ANTONIO GOMEZ NAJERA**

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**WORK EXPERIENCE • GRAPHIC DESIGN**

- Aug. 2003-Present      **Multimedia Art Director**  
USC School of Cinematic Arts  
University of Southern California (USC)  
Three Premier Print Awards (Printing Industries of America, Inc.)
- 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 • ANIMATION & VIDEO**

- May 2018      **Character Design and Art Direction**  
*The Carringtons*  
Courtney Cox, Producer; Dave Morgasen /Tim Stack/Jim Stein, Creators
- February-April 2018      **Director, Writer and Graphic Artist**  
*John Mork Tribute Video*
- January-April 2012      **Director, Writer and Graphic Artist**  
*Ed Roski Tribute Video, USC*
- January-April 2010      **Director, Writer and Animator**  
*Steven B. Sample Tribute Video, USC*
- 2010-2013      **Creative and Animator**  
Miscellaneous Motion Graphics for USC Events
- Nov. 2005-March 2006      **Art Director, Graphic Artist and Animator**  
*Digital Wall-The History of Communication*  
Institute for Multimedia Literacy
- Feb. 2001-March 2001      **Director, Character Designer and Animator**  
*Opening Ceremony Animation*  
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**

*Pane*, Safety Video, Old Castle Glass Company  
 Aug. 1999-May 2001 Teaching Assistant  
 Ishu Patel/ Nickelodeon Experimental Animation, USC  
 June 1999-July 1999 Director, Character Designer and Animator  
*Put the Oscar on my Tombstone*, Awareness Video, USC

**WORK EXPERIENCE • SPECIAL PROJECTS**

May 2018-Present *Blake's Allergies* Illustrations  
 Children's Book  
 2001-Present Alumni and Friends Special Projects for: **George Lucas** (2018, 2017, 2016, 2015, 2014, 2013, 2010, 2009, 2006, 2002), **Steven Spielberg** (2017, 2016, 2001), **Robert Zemeckis** (2018, 2017, 2016, 2015, 2014, 2013, 2012, 2011, 2010, 2009, 2008, 2006, 2002, 2001), **Hugh Hefner** (2016, 2006), **Frank Price** (2016, 2015), **André Kudelski** (2015), **Kevin Feige** (2014), **Sumner Redstone** (2016, 2014, 2013), **Marcia Lucas** (2011), **Hitchcock Family** (2004)  
 USC School of Cinematic Arts  
 2016-2018 Interior Redesign  
**Robert Zemeckis Center for Digital Arts, USC**  
 October 2013 *The Media Bear* Illustrations  
**World Economic Forum 2013**  
**Future of Media Council**  
 Davos, Switzerland  
 July-December 2012 Interior Redesign  
**Eileen Norris Theatre**  
 USC School of Cinematic Arts, USC  
 July 2006 *Communication through the Ages* 72ft. x 8ft. Mural  
**Mark Taper Hall of Humanities, USC**  
 Sep. 2005-March 2006 Interactive Lobby Design  
**Institute for Multimedia Literacy, USC**

**WORK EXPERIENCE • PHOTOGRAPHY**

Nov. 2018-Present 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 and Trainer), Beckham Gill in Pasadena Publicity, Multiple People 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 • 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      *Ducktorate* Studio Production  
Disney University, Orlando, Florida

#### **TECHNICAL SKILLS**

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

#### **PUBLICATIONS**

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

#### **LANGUAGES**

PROFICIENT: English, Spanish  
KNOWLEDGE: French, Italian

#### **GRANTS AND SCHOLARSHIPS**

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

#### ABOUT ROBERTO

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

Currently, Roberto holds the main creative position as Graphic Arts Manager for the School of Cinematic Arts at the University of Southern California. 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 and Hugh Hefner, among others. For his work as a designer he has three international Premier Print Awards by the Printing Industries of America, Inc.

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 Fullbright-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 movie-making at the age of four after drawing with permanent markers on his family's portable movie screen.