

JOHN PARCUTILO

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San Jose, CA 95148

Portfolio: johnparcutiloart.com

SUMMARY

An exceptional animator with experience in character rigging and a desire to continue learning new techniques and improving in all aspects.

SKILLS

- Maya
- Photoshop
- 3D Modeling
- Blender
- Storyboarding
- Rigging

EXPERIENCE

"PLANTURI" ANIMATOR | 06/2021 to Present

San Jose State University BFA Thesis Project - San Jose, CA

- Worked with directors to establish character personality.
- Created animations for regular gameplay functions.
- Frequently communicated with peers for critiques and adjustments.

"RESTORE MONK3" ANIMATOR | 06/2021 to 08/2021

San Jose State University Game Development Club - San Jose, CA

- Coordinated with programmers to establish animation specifics.
- Communicated and collaborated with a team to create foundations for an action game.
- Created animations for character attacks and movement.

OPERATIONS OFFICER | 08/2015 to 06/2016

Silver Creek High School NJROTC - San Jose, CA

- Assigned to teaching and building friendly relationships with underclassmen.
- Tasked with important organizational and leading roles during school events and competitions.

EDUCATION AND TRAINING

Bachelor of Fine Arts in Animation/Illustration | 05/2022

San Jose State University - San Jose, CA

LANGUAGES

English

Japanese