

ADOLFO RODRIGUEZ

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PROFILE

I am an artist and educator seeking growth, and opportunities into new horizons to further expand my talents and abilities.

EXPERIENCE

MGA Entertainment - Freelance Artist (2017 - Present)

- Worked on character art vector illustration using Illustrator for LOL toy-line.
- Worked on rough concept designs, digital illustrations for prototype toy-lines for Little Tike products using Illustrator and Photoshop.

Funrise Toy Corp - Freelance Artist (2016 - 2017)

- Worked on character illustrations for the Positively Perfect and Sing-A-Ma-Lings toy-line using Illustrator and Photoshop.
- Worked on other rough designs and final rendition designs.

Future of Play - Freelance Artist (2015 - 2017)

- Designed the character art for Magic MeeMees toy-line.
- Designed backgrounds, toy vehicles, and play-sets for Magic MeeMees.
- Worked on other concept designs for toy prototypes.

Montebello Unified School District - Teacher (2008 - Current)

- Computer Animation Teacher at Montebello High School.
- Teaching beginning and advanced levels of animation for grades 9-12.

MGA Entertainment - Character Artist (2005 - 2008)

- Worked on character art and backgrounds for Bratz toy-line packaging.
- Worked on digital illustrations using Illustrator and Photoshop.

EDUCATION

The Art Institute of California - Los Angeles, 2005

- Bachelor of Science in Media Arts & Animation

Montebello High School - Class of 2001

- High School Diploma
- Career Academy / Regional Occupational Program - Computer Animation

SKILLS

Bilingual - Spanish

Software - Photoshop, Illustrator, After Effects, Premiere, Final Cut Pro, Toon Boom Harmony, Microsoft Office, Mac & PC

