

MICHAEL GOCHOCO

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(206) 660 - 1874

<http://blurrypixel.com/portfolio>

EXPERIENCE

Big Fish Games Senior Motion Graphics Artist (Lead) (2016 - present) **(Designer III)** (2015)
Lead a motion graphics team for broadcast and online marketing using Autodesk Maya and Adobe After Effects

Big Fish Games 3D Artist (Technical Artist II) (2011 - 2015)
Created game animation using Autodesk Maya, Adobe After Effects, and Unity
Game titles: Mystery Case Files: Escape from Ravenhearst, Mystery Case Files: Shadow Lake Hidden Expedition: Smithsonian, Dark Manor, Gumball Heroes

Big Fish Games Video Production Artist (Designer II) (2008-2011)
Creation of game trailer and marketing videos

FSN Graphics Operator (2002-2004)
Color corrected and preflighted broadcast graphics
Conceived and created logos and graphical packages for television shows
Milestones: The Shaun Alexander Show logo, Mike Holmgren Show logo Before the Bigs television show logo

EDUCATION

Rochester Institute of Technology School of Film and Animation (2005 - 2008)
Master of Fine Arts in Film and Animation

Johns Hopkins University (1992-1996)
Bachelor of Arts in Natural Sciences

SKILLS

Software

Adobe After Effects
Autodesk Maya
Unity
Flash

Computer Programming

C++, JavaScript
Adobe After Effects Scripting
Autodesk Maya Embedded Language Scripting (MEL)
ActionScript 3.0
Familiarity with C#

AFFILIATIONS

Blurrypixel.com

Personal blog sharing knowledge and inspiration for the motion graphics community
Updates on plugin developments for After Effects

AEScripts.com

Partnered with to sell and distribute helpful scripts and plugins for After Effects

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