

MICHAEL GOCHOCO

mgochoco@yahoo.com
(206) 660 - 1874

Online Portfolio | <http://blurrypixel.com/portfolio>

EXPERIENCE

Big Fish Games Motion Graphics Art Manager (2016 - 2018)

Senior Motion Graphics Artist (2015 - 2016)

- Built a team of motion graphic designers from the ground up for broadcast and online marketing
- Provided creative direction for animation and HTML5 based creatives
- Created animations and rich media that increased KPI's while decreasing overall costs

Big Fish Games 3D Technical Artist II (2011 - 2015)

- Used Autodesk Maya, Adobe After Effects, and Unity to help deliver a number of
- Successful game titles in the casual and mobile game space

*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 (2008-2011)

- Successfully increased the production of game trailer and marketing videos
- Promoting premium PC games via online outlets

Fox Sports Net Graphics Operator (2002-2004)

- Color corrected and preflighted broadcast graphics. 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

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Bellevue, WA 98008

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SKILLS

Software

Adobe After Effects - Motion Graphics, VFX, Compositing, Motion Tracking

Adobe Premiere - Video Editing, Grading

Autodesk Maya - 3D Modeling, Rigging and Animation, Texturing, Rendering with Arnold, Redshift, Mental Ray

Adobe Animate CC - HTML5/JS Playable Ads, Interactive Games, Web Banners, App Development

Photoshop 3D, Unity, PlayCanvas

Perforce, SVN

Computer Programming

JavaScript ES6+, Node.js, CreateJS, ElectronJS, Cordova/PhoneGap, AngularJS, ThreeJS,

Adobe After Effects Scripting (JSX), Adobe CEP Extensions, Adobe Animate CC JSFL

Python, C++, Building Libraries with CMake

Autodesk Maya Embedded Language Scripting (MEL), Maya Python Scripting

ActionScript 3.0, Unity C#

AFFILIATIONS

Blurrypixel.com

Personal blog sharing knowledge and inspiration for the motion graphics community

Updates on plugin developments for After Effects