**MICHAEL GOCHOCO**

**mgochoco@yahoo.com**

**(206) 660 - 1874**

**Online Portfolio |** http://blurrypixel.com/portfolio

**CAREER SUMMARY**

I am a Motion Designer and Technical Artist with over 15 years of animation and coding knowledge to create original visual experiences and animation tools. At Big Fish Games, I contributed my technical knowledge and artistry by creating motion graphics and animation for marketing, modeling 3D models and compositing visual effects for four game titles on PC and Mobile platforms and coding interactive media for marketing a portfolio of casual game titles.

**TECHNICAL SKILLS**

* ***Software:*** *After Effects, Adobe Animate CC, Maya, Photoshop, Some Cinema 4D and Unity*
* ***Languages and Programming:*** *HTML/CSS, JavaScript, C++, Python, MEL, studying C# for Unity*
* ***JS Frameworks:*** *Node.js, CreateJS, ElectronJS, Cordova/PhoneGap, familiar with ReactJS*

**PROFESSIONAL EXPERIENCE**

**Big Fish Games, Seattle, WA 1/2019 – 9/2020**

**Motion Graphics Interactive for Product Marketing**Managed a team of playable ad designers to create interactive marketing assets as well as continued to contribute to the motion graphics team by modeling and animating 3D models and characters for branding and marketing.

* Built a playable ads team for creating interactive rich media advertising using Adobe Animate CC, CreateJS, JavaScript and HTML5
* Designed and coded **Naru**, a node based visual programming application for generating playable ads without the need for prior programming knowledge
* Coded JavaScript based playable advertising for consumption on Facebook, Google and other advertising networks such as ironSource and Vungle
* Coded and deployed internal Node.js based creative tools using JavaScript and the ElectronJS framework for inlining and validating HTML5 interactive media

**Big Fish Games, Seattle, WA 1/2015 – 9/2018**

**Art Manager of User Acquisition Motion Design Team  
Senior Motion Graphics Artist**

Managed a team of motion designers to create online marketing assets including video and HTML5 based creatives that increased overall User Acquisition performance.

* Created weekly marketing assets for consumption on Facebook and Google User Acquisition campaigns
* Helped to streamline motion design pipeline by providing direction for web based Workfront initiative for validating approvals and delivery of creative assets
* Created playable advertising for Facebook, Google and partnered advertising networks

**Big Fish Games, Seattle, WA 8/2011 – 1/2015**

**3D Technical Artist II**Created animations and 3D visual effects for PC and Mobile game titles:  
***Game titles:*** *Mystery Case Files: Escape from Ravenhearst, Mystery Case Files: Shadow Lake, Hidden Expedition: Smithsonian, Dark Manor, Gumball Heroes*

* Used Autodesk Maya to render more than 50 3D environments and animations for Mystery Case Files game titles
* Used Adobe After Effects to composite green screen footage and actors and visual effects in more than 30 clips of matte painted environments
* Used Adobe Flash and ActionScript 3 to create interactive puzzle scenes and mini-game vignettes for Hidden Expedition: Smithsonian desktop game title
* Used Autodesk Maya and Adobe After Effects to model, rig and animate more than 20 3D characters for Dark Manor mobile game title
* Used Autodesk Maya and Unity to model, import and texture 3D environments and props for an unreleased card game battler

**Big Fish Games, Seattle, WA 5/2008 – 8/2011**

**Video Production Artist**Produced daily game trailer videos to promote Big Fish Games’ published PC titles

* Used Camtasia to capture gameplay footage for Big Fish Games’ daily published PC game
* Used Adobe After Effects to edit and composite gameplay footage with visual effects
* Produced over 1000 game trailer videos over the span of 3 years

**Fox Sports Net 2002-2004**

**Graphics Operator**

* Color corrected and preflighted broadcast graphics. Logos and graphical packages for television shows

**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 - Motion Graphics, VFX, Compositing, Motion Tracking

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

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

Adobe Illustrator, Adobe Photoshop - Graphic Design and Illustration

Cinema 4D - Familiar with and currently studying for 3D Animation, Texturing, Rendering

Unity, Familiar with Unreal and PlayCanvas

Adobe Premiere - Video Editing, Grading

**Computer Programming**

JavaScript ES6+, Node.js, CreateJS, ElectronJS, Cordova/PhoneGap, some ThreeJS and ReactJS

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

Python, C++, Building Libraries with CMake, ActionScript 3.0, familiar with Unity C#

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