

RUBEN ESQUEDA Animator

rubenesqueda3d@gmail.com | www.rubenesqueda.com

Contact

PH: (323) 842-8574

rubenesqueda3d@gmail.com

www.rubenesqueda.com

in: <https://www.linkedin.com/in/roobehn/>

PROFILE

Animator and traditional artist working in 3D/2D animation for game production. I am looking to join a studio and work in a hybrid or remote position.

I am self-motivated, work well under pressure and thrive in a collaborative environment. I can take direction and also have experience leading teams.

I consider myself to be imaginative, (I make stuff up), and love a good story. Humor, patience and determination are my strongest traits.

SOFTWARE

Maya Blender
Motion Builder
Unreal Engine
Unity
Roblox Studio
Cinema 4D
Davinci Resolve
Adobe:

After Effects
Photoshop
Illustrator
Premiere

EXPERTISE

Character Animation
Combat Animation
Previs Animation Hand
Drawn Animation Story
Storyboarding
Cinematography
Lighting
Rendering
Modeling/Rigging

EXPERIENCE

Animator | Ruben Esqueda Animation LLC

9/2019 - 2023

I have been in contract with many organizations and studios where I created and developed character and gameplay animation for both film and game productions. Working individually and in large teams of artists, engineers and marketing professionals.

Client List

Lead Gameplay Animator | Block Tackle

9/2022 - present

Responsible for creating character emotes and gameplay animation for Skate X, Drip Drop Arena for PC and mobile as well as Five Nights at Freddy's game on Roblox. <https://www.skatex.io>

VR/AR Character Animator | Cisco Systems

4/2022 - 8/2022

Responsible for animating Characters for a Virtual Reality experience for Cisco's promotion of tech hardware for marketing and upcoming Tech conferences.

Character Animator | Groove Jones

11/2021 - 12/2022

Working with a large production team, we create animation for AT&T alongside college football kickoff for an augmented reality experience that will be available nation wide.

Character Animator | Castle Steps, Riot Games

9/2021 - 10/2021

Using existing models of from League of Legends game I animated Idles for the marketing of the Netflix show Arcane. Idles included characters Caitlin, Killjoy, Sett and Jayce.

Character Animator | Apple Inc.

5/2021 - 9/2021

Using After Effects I created 3D and 2D character animation for internal and global Apple Care staff. I used 2D vector puppet animation and 3D characters to animate scenes narrated by voice actors.

Character Animator | 361 Commission

9/2020 - 1/2021

Create character combat animation for a multi-layer fighting game currently in development in Unreal Engine 4. This game features multiple characters that I am responsible for creating animation sequences with diverse fighting styles.

Character Animator | Cinepartners

4/2020 - 9/2020

I created many short animation sequences that complimented the narration for a feature documentary *Hot Money*. The animations were mostly hand drawn parallax 2.5D and 3D animations with a final render in 4K resolution. Now available streaming on demand.

Character Animator | California Bonzing Co.

11/2019 - 3/2020

I created short animation ads for social media for this great skateboard company!

Character Animator/3D Generalist | EyeQue Technologies

2/2020 - 4/2020

I modeled, animated & rendered short animation sequences which would move in different fields of view. The animations were used for proprietary optical devices for home & office based systems.

3D Character Animator | Universal Pictures

9/2020 - 10/2020

Responsible for animating "Thing" to promote the movie The Adams Family Movie 2019. Character plays charades which allowed participating audiences interaction

Resident Animator | The Walt Disney Family Museum

10/2009 - 4/2013

The Walt Disney Family Museum has a special place in my heart. I was blessed to work with and for Diane Disney Miller and Ron Miller for their vision of the animation studios, learning center and creative curriculum design for public engagement at the Museum. My life experiences really came full circle here being that I attended the Walt Disney School for animation CalArts. I can best describe my role as an unofficial Imagineer.

I was responsible for the design of many unique and engaging visitor experiences in collaboration with top Disney, Pixar, Lucas Film talent that would correlate to a special exhibition or nightlife event. I was responsible for the budget to purchase and design, from conception, the animation studios in the learning center, the development of interactive & creative educational programming for public engagements as well as training a staff of 7 teaching artists and educators to run the programs that are still used today.

EDUCATION

3D ANIMATION TRACK Certificate | GNOMON SCHOOL OF VFX

2016 - 2018

I began my studies with a focus as a 3D generalist working on high and lo-res characters although my main focus and interest was character animation working in Autodesk Maya for 3d gaming and film production.

USER EXPERIENCE DESIGN Certificate | GENERAL ASSEMBLY

2016

Attended a User Experience design course. I learned new concepts and ideas that enlightened me on perspectives on the human-computer interaction experience for gaming with a focus on user 's experience.

BACHELOR OF FINE ARTS | Film Direction/Character Animation CALIFORNIA INSTITUTE OF THE ARTS

1998 - 2002

At CalArts I attended the Experimental Animation where I studied cinematography and film direction production for animation. Half of my classes were in the Character Animation department where I studied traditional hand drawn animation production.

My Story

After College, I started working at a very high profile non-profit arts education center Inner-City Arts as well as several contract with Dreamworks and Sony Pictures where I trained animators to become teaching artist for Arts programming. I landed a Job teaching at a private school in Honolulu Hawaii the moved to San Francisco where I was head hunted to work at the Walt Disney Family Museum.

I was eager to join the entertainment Industry at this point i my life. I ended my education career at The Walt Disney Family Museum to pursue an education in 3D animation for game and film production. I took classes online in the evening while I worked as a Union laborer during the day where my highlight was building 2 skyscrapers in downtown San Francisco among other work in construction.

After my first son was born I began my career as a freelance animator and also establishing my own company Ruben Esqueda Animation LLC where I was able to contract with many clients in feature film and the gaming industry.

I am a traditional artist first with a passion for brining characters to life. I really enjoy a good story and have always been inspired by interactions with my fellow human kind. I feel I am very imaginative, work well under pressure and consider my patience and humor to be my strong traits.

I am a father, husband, surfer, skater, gamer and all around creative individual. I can't wait to work with you!