

MARINA MIKELADZE

UX/UI DESIGNER, 3D/2D ANIMATOR

mmanimation@gmail.com

415-640-1096

725 O'Farrell St. San Francisco, CA 94109

SKILLS

Maya, Adobe CC (After Effects, Illustrator, Photoshop, InDesign, Animate, Premier Pro) Sketch, C4D

EXPERIENCE

3D Character Animator

2011- Present

CosmiCube Inc.
San Francisco, CA

Creating animations for iPhone, iPad & Android games using Maya software
Client: Mattel, Inc.
Animated characters: Rock'Em Sock'Em Robots

Academic Tutor

2010 - 2015

Academy of Art University
San Francisco, CA

Assisting students in academic achievement, providing them with necessary knowledge in animation and design.

Animation Intern

2009

Palma VFX & Visual Effects Co.
San Francisco, CA

Assisted Lead Artists in creating motion graphics for commercials.
Gained valuable work experience in production pipeline

EDUCATION

UX/UI Apprenticeship

2015 - 2016

BLOC, Inc.
Intensive Mentor-Led Online Design Bootcamp
San Francisco, CA

Animation Mentor

2009

On-Line Animation School
Emeryville, CA

Basic Foundations, Body Mechanics, Intro to Acting, Short Film Pre-production

Gobelins L'Ecole de L'image

2008

International Animation School
Paris, France

Master classes taught by Gobelins' instructors covering fundamental notions of weight, mass, gravity, inertia and balance to create believable animation.

Pixar Animation Master Class

2008

Animation Principles taught by Mike Makarewicz & Matt Majers - animators from Pixar Animation Studios

Academy of Art University

2002 - 2007

San Francisco, CA

BFA in Animation and Visual Effects with the emphasis in 3D Character Animation.

SUMMARY

Well motivated team player with the strong knowledge of animation and design principles. I can work under pressure, follow instructions and meet the deadlines.