

# ANTHONY ROMERO 2D/3D ART & ANIMATION

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## RELEVANT EXPERIENCE

### 3D MODELER - WARNER BROS ANIMATION

- “GREMLINS: Secrets of the Mogwai” “Wings of Fury” (OT)
- Final and Proxy Models of Sets, Props, and Characters
- Generating Renders for Design Assistance, Pipeline Management
- Zbrush Concept Sculpting, Final Modeling, Proxy Rigging.

MAY 2020- CURRENT  
(REMOTE) Burbank, CA

### COMPOSITOR / 3D GENERALIST - GENIES

- Final comp and revisions of 2D/ 3D short videos.
- Fixing/Adjusting 2D Animation in SPINE
- Modeling, Texturing, Rigging , Zbrush Sculpting

SEPT 2019- APRIL 2020  
Venice, CA

### FREELANCE 2D/3D ARTIST - CLIENT LIST:

JPCONNELLY “ Masked Singer” “Bill Nye Saves the World” “Double Dare”

“Holy Moly” “UFC Stadium” “Making It with Amy Poehler”

“World of Dance” “Teen Choice Awards” “The Four” “The Talk”

“Paradise Hotel” “Million Dollar Mile”

- Modeling, Texturing, Unreal, Film Editing , Set Design

AQUAMEN LLC “Kong : The Beginning”

- Zbrush sculpting for Look Development of characters/set

WHITNEY DIGITAL “Legal Arsenal” Warner Bros “Aquaman” ( subcontract)

- Maya Generalist work recreating court cases for evidence.

- Posed ILM Aquaman Zbrush model for promotional posters.

2TONE DISCO “3D Anime Character”

- 2D/3D Designed, Modeled, Textured, Rigged and Animated mascot.

JULY-2017 -ONGOING  
Los Angeles, CA

### 3D MODELER / GENERALIST - DREAMWORKS TV

“Trollhunters:Tales of Arcadia” , “Dragons: Race to the Edge”

- Modeling, Texturing, Rigging, ZBRUSH, Quality Check

NOV 2015- JULY 2017  
Glendale, CA

### STORY + ART DEVOLPMENT - ZUUL LABS

“TALL TAILS” Video Game for IOS and Android

- Writing, Storyboards, Concept Art, 3D Modeling,

- Animation, Voice Acting,

FEBRUARY 2014- SEPT 2014  
Huntington Beach, CA

### 3D GENERALIST - WHITNEY DIGITAL - Travel / History Channel, Legal Arsenal

“Off Limits” , “Snipers 3” , “The Beast” “Court Graphics”

- Layout, Modeling, Texturing, Rigging, Zbrush

- Animation, Lighting, Final Comp

FEB 2010- MARCH 2013  
Burbank / Fullerton, CA

### PROXY MODEL DESIGNER - OMATION / O ENTERTAINMENT

Nickelodeon’s “Back at the Barnyard”

- Proxy Models of characters, sets, vehicles for Layout Department

- Proxy Rigging

AUG 2007- DEC 2009  
San Clemente, CA

## SOFTWARE SKILLS

Maya, Photoshop,  
Zbrush, After Effects  
SPINE, Unreal

## AWARDS

- 1st Place - Game Art + Design Scholarship
- Emmy “Back and the Barnyard” Outstanding Special Class for Animated Program

## GRADUATED

JUNE 2007  
Art Institute of Orange County  
Bachelors: Media Arts + Animation