Stephen Miranda

www.the-miranda-rights.com

demo reel: vimeo.com/153401721 password: email for password

contact

Stephen Miranda

1775 Ohio Ave., Unit 407, Long Beach CA, 90804 smiranda2368@gmail.com 714.345.2154

education

The School of the Art Institute of Chicago

Chicago, IL / January 2006–May 2009 Bachelor of Fine Arts - Film, Video and New Media.

The Orange County High School of the Arts Santa Ana, CA / September 1999—June 2003 Graduated with an emphasis in visual arts.

experience

Carbine Studios

Technical Artist

Aliso Viejo, CA / December 2013 - March 2016 Rigging and weighting of characters, creatures, armor, and props. Supporting animation, art, design, and engineering teams. Scripting tools for XSI, Maya, and Photoshop using Python, Javascript, MEL.

Stereo D LLC

Depth Artist, Stereoscopic Conversion
Burbank, CA / January 2013 - April 2013
VFX artist and stereo conversion.
Projects: Iron Man 3, Star Trek: Into Darkness, The Wolverine.

Phathom

Freelance - Character Rigger & TD Consultant
Chicago, IL / January 2012 — January 2013
Developed the "Rosco" rig and provided workflow solutions for body and face mocap using Autodesk Maya and MotionBuilder. Assisted the team in using FBIK rigs and retargeting animation.

EmSense Corporation

Project Administrator - Virtual Shelf Production
Chicago, IL / August 2010 – May 2011
Developed a virtual shopper in Unity. Managed asset creation, research and development, and scalability.

The School of the Art Institute of Chicago

Instructor of 3D Animation & 2D Computer Animation Chicago, IL / September 2009 — June 2010

skills

Software

Autodesk Maya, Softimage, MotionBuilder, Pixologic Zbrush, Perforce, Alienbrain, Adobe After Effects, Photoshop, Illustrator, InDesign, Unity 5, The Foundry Nuke.

Languages

Python, Javascript, Powershell, Adobe Script UI, MEL, Expressions, HTML, CSS, Some C# & SQL.

Art

Life drawing artist with working knowledge of anatomy and body mechanics, talent for pace & timing, critical thinking/problem-solving skills, positive attitude.

references

Available upon request.