

# Alex Voutsinas

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Animation Reel: <https://vimeo.com/697572021>

## Education

- ◆ **University of California, Los Angeles** | Master of Fine Arts | Animation | *Est. 2022*
- ◆ **University of Miami** | Bachelor of Science | Computer Science and Art | 2019

## Classes/Projects

- ◆ **University of California Los Angeles**
  - Surviving Staten Island (Thesis)*** *October 2021—Present*  
Developing and pitching an *original animated television series by creating a CG animated short film introducing the characters using Maya and focussing on character performance.*
  - Understanding (3D Animated Film)*** *September 2020—March 2022*  
Vimeo: <https://vimeo.com/685750994> Password: golemAndGiant  
Created a Sign Language inspired CG short film by working on all aspects of the 3D animation pipeline while focussing on character performance and collaborating with a deaf actress for acting reference. Used Maya, After Effects, and Premiere Pro.  
Official Selection: NJ International Short Film Festival and Nenagh Children's Film Festival
  - Excuse Me (2D Animated Film)*** *January 2020—June 2020*  
Vimeo: <https://vimeo.com/455369726> Password: excusemeq
- ◆ **Animation Mentor**
  - Animation Basics 01*** *January 2022—March 2022*  
Learned the principles and mechanics for 3D animation in Maya; projects included poses, pendulum swing, bouncing ball (with and without tail), and walk cycles.

## Work Experience

- ◆ **DreamWorks Animation (Internship)**
  - Creative Services Marketing Intern*** *June 2021—December 2021*  
Worked with the Audio/Visual, Finishing, Print, and Assets teams on projects such as selected animation clips from television series for social media content, checked trailers and marketing content for inconsistencies, edited stills from television series, and organized assets.  
*Assets Organization Python Script:* Developed Python scripts that organized DreamWorks feature marketing assets. The process of organizing the assets by hand for one feature took 1-2 days. With the scripts, the process was cut down to a few minutes.
- ◆ **University of California, Los Angeles Animation Workshop**
  - Teaching Assistant*** *March 2021—Present*  
Assist students with class material in animation history, 3D modeling, animation, texturing, and compositing using Maya.  
Develop instruction materials for virtual class environment, use coding knowledge to optimize attendance tracking and grading.

## Skills

- ◆ **Animation:** Maya | TVPaint | Animate | After Effects | Premiere Pro
- ◆ **Design:** Photoshop | Illustrator | InDesign | Microsoft Office | Google Workspace
- ◆ **Coding:** Java | Python | C | HTML | CSS | JavaScript | Unreal | Unity
- ◆ **Extra:** American Sign Language (Intermediate)