DOMINICK MODICA

Storyboard Artist
2D Animator
Character Designer
Illustrator

Contact & Website:

(650) 333-0724
dominick.modica@gmail.com
dominickmodica.wixsite.com/home

Software Knowledge:

Storyboard & 2D Animation:
- Toon Boom Storyboard Pro
- Adobe Photoshop
- Toon Boom Harmony
- Adobe Animate/Flash
- Adobe After Effects
- Adobe Illustrator

Modelling & 3D Animation:
- ZBrush
- Autodesk Maya

Writing & Sound Design:
- Final Draft
- FL Studio
- Logic

Awards & Achievements:

- Best of Quarter: Technical Visualization - Summer 2017
- The Art Institute - Sunnyvale Schollarship Art Competition: 1st Place
- Dean's Honor Roll
- Artwork featured in Illustrator's Journal - Fall 2018

Experience & Education:

The Art Institute of California - Hollywood
Bachelor of Science Degree - Media Arts & Animation
Student: August 2014 - June 2018 (Graduated)
- "Hide 'n' Seek" 2D Animated Short: Storyboard Artist, Lead Character Designer and Lead Animator.
- "Audition Attrition" 2D Animated Short: Director, Storyboard Artist, Lead Character Designer, Lead Animator, Music Composer.
- "The White Raven" 2D Animated Short: Storyboard Artist, Character Designer, and Lead Animator.
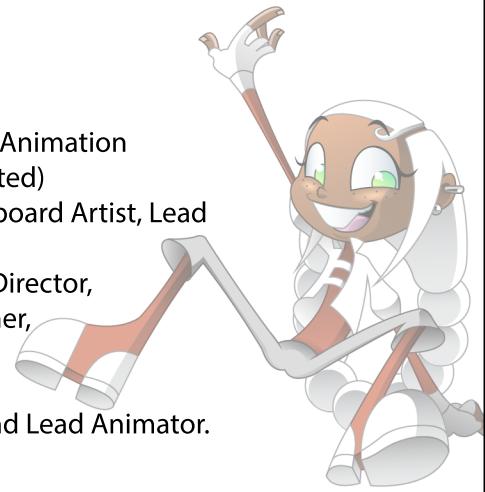
Rockstar Learning - San Ramon, CA
Illustrator: February 2014 - June 2014
- Illustration and design for learning apps on mobile devices.
- Illustrated over 150 high-quality pieces within very small timeframes.
- Organized text files with illustration placement for coding.
- Worked together with writers to create coherent storytelling and presentation.
- Used Adobe Photoshop and openCanvas to illustrate and export artwork.

Pole to Win America - Sunnyvale, CA
QA Tester: October 2012 - July 2013
- Tested and fine-tuned games for problems and inconsistencies on current mobile operating systems (iOS and Android).
- Used bug recording software to manage and prioritize bugs.
- Worked together with a test team to make sure a game or program has been thoroughly tested and regressed bugs to ensure that the game was updated.
- Kept extensive notes on the game and its problems/inconsistencies.
- Tested Android operating systems at Hitachi.
- Checked titles for text and grammar errors.

The Pumpkin Betrayal LLC. - Redwood City, and Palo Alto, CA
Lead Artist: January 2009 - January 2013
- Collaborated with the lead designer on the original design, story and mechanics of titles.
- Managed the art team's projects (including keeping track of progress, assigning projects, boosting the art team's morale, and managing commissioned artists).
- Character concept and design, card artwork/digital painting, avatar design and user interface.
- Collaborated with the design and programming teams on the visual aspects of titles.
- Relayed information between the art team as well as the design and programming teams.
- Website art, programming and design.

Sega of America Inc. - San Francisco, CA
QA Tester/Standards Specialist:
May 2007 - June 2008 and
August 2010 - February 2011
- Tested games for standards and compliancy issues.
- Quality assurance testing.