

# MICHAEL RITCHIE RODRIGUEZ

michael@ritchiearts.com | Los Angeles, CA

Portfolio at: <http://ritchiearts.com>

## EDUCATION

### University of Southern California Interactive Media and Games

MFA Candidate 2020

#### The Distance

- Animation & Game Design

#### Kayin Glossa

- Game Design, Illustration, 3D Modeling, & Scripting (C#)

#### And That's How it Happened

- Game Design, Illustration, Scripting (JavaScript)

### Virginia Commonwealth University Kinetic Imagery

BFA 2005

- President of VCU chapter of SIGGRAPH
- *Onomatopoeia Sam* project exhibited at Virginia Museum of Fine Arts

## WORK EXPERIENCE

### Girls Academic Leadership Academy Los Angeles, CA

Volunteer Game Design Instructor 01/18 – Present

- Taught Game Design Concepts to classes of 10-20 students
- Assisted students with development in Scratch and Gamestar Mechanic

### TutoTOONS San Francisco, CA

Game Artist/Animator for *Penny and Puppy's Treehouse Adventure* 01/16 – 07/16

- Created layouts, animations, assets, and UI for 8 levels and title screen
- Worked with Lead Designer to establish interactive designs
- Created interactive storyboards

### Madefire Berkeley, CA

Motion Comic Animator 06/13 – 06/17

- Clients include Disney, Pixar, Fox, DC, Blizzard, Top Cow, IDW, Valiant, and Boom Studios
- Mastered proprietary Madefire motion tool

### Metagame Media San Francisco, CA

Lead Animator/Game Art Director 04/12 – 09/15

- Created animations, assets, UI, and interactive prototypes for Zazumi game
- Lead a team of 3 artists
- Worked with lead engineer to optimize assets for interactive implementation

### Academy of Art University San Francisco, CA

Adjunct Instructor 09/11 – Present

- Taught After Effects, Flash, Illustrator, and Adobe Experience Manager to classes of 10-20 students
- Wrote and recorded video content for 2 online courses
- Created over 50 videos of After Effects content on public Youtube channel

## SOFTWARE SKILLS

Unity | Flash/Adobe Animate | After Effects | Maya | Photoshop | Illustrator | Indesign | Premiere