

IVAN MOLINA

2D/3D Animator/Storyboard Artist

Motivated and focused animator/storyboard artist with a strong background in animation foundations and fundamentals. Experience and familiarity with 2D/3D animation pipelines, programs, and workloads, along with experience in Storyboarding and Storyboarding programs. Background in writing, screenwriting, and character development.

[My Online Portfolio- gonezoarhouse.com](http://gonezoarhouse.com)

SKILLS

- Creative/Animation Experience
 - More than 4 years in structured animation programs with a strong foundation in the fundamentals of animation and the process of creating a short film from Logline to Thumbnails to Storyboards to Animatics.
 - Continued exploration and evolution of technical skills outside of work and formal education.
 - Knowledge and familiarity with various animation and other programs including Maya, Blender, ToonBoom, Adobe Photoshop, Adobe Illustrator, and Adobe After Effects.
 - Strong background in screenwriting and character development.
 - Assisted in filming/creating digital media productions for live streams, online comedy skits.
- Team/Collaborative/Group Work
 - Collaborative and engaging in team settings that need effective communication.
 - Able to grasp and execute achieving team/company goals and objectives.
 - Versatile in abilities and skills needed to do a complete, thorough job.
 - Working with other heads of departments to help streamline company protocols.

EXPERIENCE

California College of the Arts, San Francisco, CA — *Animation Student*

2021 - 2024

- Created 40+ 2D animation cycles in conjunction with learning and applying animation fundamentals.
- Created 15 3D animation cycles in conjunction with learning and applying animation fundamentals.
- Created 5 2D storyboards composed of original comedic short pieces in conjunction with learning and applying the fundamentals to creating professional level animation/film/tv storyboarding technique..
- Created 10+ short films compiled of 2D animation, 3D animation, and Stop-Motion Animation.
- Participated in numerous collaborative efforts with other students in groups as small as 2 people to as many as 10 to produce short films, animation pitches, and collaborative concepts.
- Utilized acting classes to better understand scene composition, acting reference, and acting timing when it comes to animation and character drawing.
- Created multimedia pieces of works about social, political, and pop culture commentary.

Canada College, Redwood City, CA — *3D Animation and Video Game Art Student*

2021 - 2024

- Created 20+ 3D animation cycles in conjunction with learning and applying animation fundamentals.
- Created 15+ 2D animation cycles in conjunction with learning and applying animation fundamentals.
- Created 10 3D models during live demonstrations and direction from preset curriculum.

- Created 3 hand drawn 2D storyboards composed of original comedic short pieces in conjunction with learning and applying the fundamentals to creating professional level animation/film/tv storyboarding technique..
- Learned to apply fundamentals of art and composition while practicing and learning other disciplines of art including Digital Painting, Photography, Drawing, Video Typography, Video Editing and Illustration.

Trove Recommerce, Brisbane, CA — QA/Shipping Associate

2018 - 2020

- Detailed visual, multi-point inspection of items.
- Followed picking, and packing protocols to get orders ready for daily carrier pickup.
- Provided feedback and learned updated UI systems and protocols used in the picking and packing process.

Beadshop.com, Redwood City, CA — Shipping Manager

2016 - 2018

- Collaborated with other department heads in establishing picking and packing protocols.
- Established, and maintained contact with carrier companies to ensure a daily pickup schedule.
- Established and maintained contact with online based shipping services.

Mixed Bag Designs, Millbrae, CA — Picking/Packing Associate

2016

- Followed picking and packing protocols to get daily orders ready for customers.

Ikes Sandwiches, San Francisco, CA — Food Prep

2014 - 2015

- Followed morning opening procedures and prep work for a high volume store location.
- Maintained and updated food safety certification annually.
- Consistently worked in a multi-person team environment.

The Cheesecake Factory, Palo Alto, CA — Bakery/Cashier

2012 - 2014

- Maintained and updated food safety certification annually.
- Provided customer service for both walk in and phoned in to-go food orders.

The GAP, San Francisco and Palo Alto, CA — Visual Merchandising/Shipping Team Associate

2007 - 2010

- Followed protocols with the shipping, stocking, and receiving team to stock the store with new and replenished inventory.
- Helped set up, style, and pose mannequins and visual elements for window and floor displays.

EDUCATION

California College of the Arts, San Francisco, CA — Bachelor of the Arts Degree in Animation

Spring 2026

Canada College, Redwood City, CA — Associate of the Arts Degree in 3D Animation and Video Game Art

Spring 2024

Mountain View Academy, Mountain View, CA — High School Diploma

Summer 2007