



TY RODRIGUEZ

Graphic Artist

805.660.4489

tdhrodriguez@gmail.com

PORTFOLIO

tyrodriguez.com

OBJECTIVE

To obtain a position as a graphic designer, wherein I can collaborate creatively in order to fulfill the design needs for your team.

WORK EXPERIENCE

Blizzard Entertainment, Santa Monica, CA

Jr. Motion Graphics Designer, Broadcast and Post Production, 8/2020–Current

- Executed various design needs for Blizzard Entertainment's BAPP team.
- Created motion graphics, illustrations, thumbnails, logos, title designs, and social media assets to support campaigns relating to the Overwatch and Call of Duty Leagues for the 2020 & 2021 seasons.

Blizzard Entertainment, Irvine, CA

Motion Graphic Designer, North America Publishing, 8/2017–4/2019

- Executed various design needs for Blizzard Entertainment's North America Publishing Team, catering to a team of twelve.
- Created original, promotional content for social media and the Battle.net Desktop Application for the Diablo III, Warcraft III, Heroes of the Storm, and StarCraft franchises. Also supported the efforts of the Heroes of the Storm Global Championship esports circuit and in-house influencer events.
- Additionally created merchandise and graphics to support partnered marketing campaigns and BlizzCon events. This included designs for posters, pins, lanyards, t-shirts, jerseys, banners, backdrops, and freestanding displays.
- Regularly created assets by means of in-game capture, as well as repurposing existing key art and content from development teams.

Children's Hunger Fund, Sylmar, CA

Graphic Designer, 7/2014–4/2017

- Teamed with an Art Director to cater to the design needs and requests of the entire organization: four locations across California, Texas, and Illinois.
- Primary responsibilities included producing all web, social media, and print assets for internal and external use. This included frequent contact with outside vendors to create print and event materials spanning from simple flyers, to elaborate floor pieces, and truck-wraps.
- Regularly produced various media projects including motion graphic animations, live action videos, and promotional materials to generate income with partners.

WonderGrove, Encino, CA

Graphic Designer/Illustrator, 6/2013–7/2014

- Created original, illustrative backgrounds and compositions for 2D/3D hybrid episodic animation. Vectorized and colorized 2D animated sequences for WonderGrove Kids show. Occasionally helped to set up textures and UVs for 3D assets.
- Supplied all necessary designs for marketing materials and internal use.
- Clients included the Betty Ford Center, Girl Scouts of America, Habits of Mind, and the Wyland Foundation.

TECHNICAL KNOWLEDGE

Applications: Adobe After Effects, Illustrator, InDesign, Photoshop, Lightroom, Premiere, Media Encoder, & Animate. Fraps, Microsoft Word, PowerPoint, & Excel. Familiar with Autodesk Maya, Blender, & Pixologic ZBrush.



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DESIGN / ANIMATION SKILLS

- Motion graphic animation
- Video editing/compositing/rotoscoping
- Developer build game capture
- Photo editing/capture
- Brand understanding/sensitivity
- Social media publishing
- Delivery under tight/flexing deadlines
- Quick adaption to new pipelines
- Proficiency with print process
- Development of professional relationships with vendors
- Illustration

EDUCATION

BA Art/Animation, California State University Northridge

1/2011–5/2013, 3.7 GPA, Honors

AA Liberal Arts, Moorpark College

1/2006–12/2008, 3.8 GPA, Honors, Dean's List

RECOMMENDATIONS

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