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gustavo.negroni@gmail.com

GUSTAVO NEGRONI

Objective To use my knowledge and skills in computer animation.

Education

Feb 2007 - present	Character Animation Internship, Full Sail Real World Education – Winter Park, Florida
Nov 2006	Associate Degree in Computer Animation Full Sail Real World Education – Winter Park, Florida
Dec 2005	Bachelor Degree in Computer Science University of Puerto Rico - Bayamón, Puerto Rico
Dec 2005	Certification of Training in PC Repair Neotech Consultants Corp. - Bayamón, Puerto Rico

Relevant Courses

- Model Creation
- Shading & Lighting
- Object Perspective
- Animation in 3D
- Acting for Animators
- Character Creation
- Character Rigging
- Game Character and Scene Design
- Pascal
- C++
- COBOL
- Databases
- Computer Organization and Architecture
- Data Structures
- Systems Analysis and Design
- Project Implementation
- Operating Systems

Skills Character Animation, Polygon Modeling, 3D Modeling, Mel Scripting, Traditional Art, Computer Maintenance/Repair

Software: Autodesk Maya, Adobe Photoshop, After Effects, Illustrator, Apple Shake, Final Cut Pro, Motion

Work Experience

English Tutor - University of Puerto Rico, Bayamón – Puerto Rico
Usher - Caribbean Cinemas, Bayamón – Puerto Rico
Paging Operator - Caribbean Temporary Services, Santurce – Puerto Rico

Projects

Full Sail

- 3d Foundations, Final Project. Jul 2005 – Aug 2005
- GCSD Game Character. Jan 2006 – Feb 2006
- CSF – Airman Composite. Feb 2006 – Mar 2006
- Storyboarding – Character Process Book. Mar 2006 – Apr 2006

Research

- Documentalist for Netcom Systems Student Registry Software. Jan 2003 – May 2003
- Analysis and Design of Administration System for the Puerto Rico National Guard Challenge. Aug 2002 – Dec 2002
- Analysis and Design of Website for Alvarado Tours. Aug 2003 – Dec 2003