

# EDGAR RODRIGUEZ

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(786) 587-3105

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Web/Graphics Designer and Digital Artist creating captivating and creative visual effects and graphics

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## EDUCATION

### Full Sail University

October 2019- December 2021

*Bachelor of Science in Computer Animation*

### Miami Dade College,

August 2018 - June 2019

*Associate of Arts. in Computer Arts*

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## EXPERIENCE

### Full Sail University Project Runway — 3D/2D Artist

June 2024 - August 2024

- Designed and Modeled 3D Mascots in Autodesk Maya and Adobe Photoshop
- Textured and Rigged models in Maya and Photoshop
- Streamlined the process of creating assets from concept art to 3D models
- Provided constructive feedback on project assets

### Office Depot — Solutions Advisor

October 2021 - December 2023

- Trained, and developed 20+ associates to a high standard on procedures implemented by management.
- Carried out PC repairs for virus scans, hardware issues, backups, and basic network infrastructures.
- Fulfilled customers request to scan, edit, copy, and fax documents
- Designed, edited and customized customer documents, templates, and files using programs such as Adobe Photoshop, Illustrator, and Microsoft Suite.
- Worked closely with the Sales Manager, achieving weekly and overall quarterly sales, and net promoter score goals.
- Solved customer issues through email, over the phone, and in person by assessing situations and determining the most effective solutions while responding to those unsatisfied in a professional and prompt manner.

### Burlington — Receiving Associate

July 2020 - July 2021

- Provided strong customer service to customers, increasing customer loyalty.
  - Proposed a plan to reduce shrink, with increased work efficiency and customer service.
  - Stocked, replenished and organized inventory in accordance with planograms implemented by management.
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## GENERAL SKILLS

- Excellent 3D Modeling and design ability.
- Experience with rendered VFX.
- High aptitude and understanding of core Animation principles
- Coding knowledge in C++, Python, HTML/CSS, and Unreal Engine Blueprints
- Ability to use software needed such as but not limited to Maya, Substance Painter, Unreal Engine, Adobe Photoshop, After Effects, Illustrator, Microsoft Office Suite, and AutoCAD.
- **Typography**
- **Visual & Print Design**