

Austin Rodriguez

Layout Artist

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Pixar Cameras and Staging Internship



Pixar Animation Studios

(2020-Current)

- Twelve-week training on cinematography and the use of cameras at Pixar
- Weekly projects creating sequences using storyboards from various films
- Personally mentored by Pixar artists including Directors of Photography

Avalanche Software/Warner Brothers Games (Layout Artist)



Layout/Cinematics Internship

(2018-2019)

- Created and developed cinematics for an unannounced game for WB Games
- Supervised cinematography and story beats for gameplay
- Rendered and finalized shots to make it in-engine ready

Grendel (Layout Lead, Producer, Editor) *Student Academy Award Gold Medalist*



Brigham Young University Senior Film

(2017-2018)

- Supervised and worked on the layout for the majority of the film from storyboards
- Worked as a producer over a team of 40 students from varying disciplines
- Personally built and created the layout for over 95 shots in the film
- Worked with the director to develop and write the story

Pixar Undergraduate Program Intern (Generalist)



Pixar Animation Studios Training Internship

(2017)

- Trained and Mentored in Pixar's 3D Pipeline for ten weeks by various Technical Directors
- Completed a week-long collaborative short using the full pipe
- Two weeks mentored personal project, created a layout sequence from cut Incredibles' storyboards

AJR Music Video (Producer, Editor, Layout Artist, Animator)

Professional Freelance Project

(2017)

- Built a production schedule and managed a group of students and professionals
- Using storyboards provided by the client, created the layout for the entire 4-minute music video
- Animated, Composited, Rendered, and Edited for the video as well.

SERVICE

2 years of humanitarian service in the Dominican Republic

(2013-2015)



- Participated in a number of different services that improved the lives of those in need
- Managed various groups of over 30 volunteers from the ages of 18-25, from varying countries
- Learned Spanish fluently on the job

EDUCATION

Brigham Young University

Major : Animation BFA

Graduated: December 2018

GPA: 3.8

SKILLS

Autodesk Maya
SideFx Houdini
Adobe Photoshop
Adobe Premiere
Renderman
Shotgun

Presto Animation Software
Unreal Engine
Foundry Mari
Foundry Nuke
Mantra
Adobe AfterEffects

LANGUAGES

Python Maya Mel Script C++ Adobe ExtendScript Spanish