

# Uldarico Lim

Character Animator

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## Career Objective:

To be an asset as a character animator through animation, creativity, hard work, commitment and growth.

## Software:

Maya, 3DS Max, Photoshop and Illustrator.

## Experience:

Pixar 1 Class Taught by Pixar animators Bobby Podesta and Ross Stevenson. Selected by reel submission.

## Project:

Karmic Project. Academy of Art Student Short.

## Education:

2001 - 2007 Academy of Art University, Bachelor of Fine Arts - Animation and Visual Effects.

1995 - 1996 Spec Howard School of Broadcast Arts, Certificate of Arts - Video

## Work Experience:

2009(August - September) Image Metrics, Santa Monica, CA - Facial Mocap Clean Up Artist for Grand Theft Auto: Ballard of Gay Tony, Solider of 2. Using 3DS Max to clean up mocap facial information for clarity in acting and speaking. 6 week contract.

2008(September - December) Jim Henson Creature Shop, Hollywood, CA - Animation Clean Up Artist for Sid the Science Kid television series. Using Maya to clean up motion capture data. 2 1/2 month contract.

2008(April-June) Technicolor Interactive, Burbank, CA - Animator and motion capture clean up artist using Motionbuilder. 3 month contract.

2005 - 2008 IKEA, Graphic Assistant, Emeryville CA - Provide support in the design, production and installation of visual communications for entire retail building. Visual communications range from paper pamphlets to large format out-door façade banners. Assist the visual merchandise department with maintaining store presentation to IKEA standards.

## Reference:

Chris Logan - ATD Imagemovers  
Charlie Martinelli - Graphics Supervisor - IKEA