



MARLON ASCENCION

3D ANIMATOR

EDUCATION

Savannah College of Art and Design BFA in 3D animation with a minor in concept design for games and animation

- Savannah, Georgia - 2018 - Graduated June 22' - Cumulative GPA 3.6

Limestone University - Gaffney, South Carolina - 2017 - 2018 - Cumulative GPA 3.7

COLLABORATIVE EXPERIENCE

SUBMERSED - SHORT FILM - ANACHRONAUT PRODUCTIONS

- I communicated daily with the 3D lead and the director to enhance existing animations and bring their vision to life.
- Created engaging animations for creatures, and re-animated cameras to ensure proper alignment with the 2D elements.
- Responsible for animating creatures, props, and vehicles.
- Additionally, I assisted with some marketing-related 3D animations.

DESERT MAYHEM OVERDRIVE - SENIOR CAPSTONE FILM - FALL 2021 - SPRING 2022

- Lead Animator - Developed walk cycles and idle animations. Applied critiques, attended meetings, and communicated daily with the director.
- Collaborated with the development team to create 3D animations, including animating creatures and vehicles.
- Involved in creating conceptual designs for assets and assisted with cell painting. Also 3D-modeled hard surface assets.
- Animated in twos and fours to ensure that the 2D animations matched perfectly.

QUACKTOWN SMACKDOWN - GAME - SPRING 2022

- Worked closely with the lead to accomplish the desired animations. I am responsible for the following:
- Large recoil animation
- Angry dying animation
- Aim animation

LITTLE FATE - SHORT FILM - SPRING 2021

- Collaborated with the development team to create 3D animations.
- Worked closely with the director and producer to establish the film's overall aesthetic.
- Participated in story development and modeled a 3D character.

RELEVANT COURSES

Core Principles of 3-D Character Animation

- Study of the 12 key principles of animation, application of those principles and utilized on short animations

3-D Character Animation: Expressive Character Acting

- Created emotion through the use of poses, silhouettes and facial expressions

3-D Character Animation: Creatures and Quadrupeds

- Worked on various types animals to produce realistic walk cycles and animations

3-D Character Animation: Performance Through Dialogue

- Focused on sharpening our skills of lip sync, posing, and character performance

SOFTWARE

Proficient - Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Procreate

Experience in - Adobe After effects, Adobe Premiere Pro

AWARDS AND HONORS

- Academic Honor Scholarship 2018 - 2022
- Scad Achievement honors scholarship 2018 - 2022
- Dean's List 2018 - 2022

LANGUAGES

Fluent in English and Spanish

REFERENCES

Available upon request

CONTACT - marlonascencion@gmail.com www.marlonascencion.com

