

**MARLON TORRES**  
434 GATEWAY DR. SUITE 3  
PACIFICA, CA 94044

PHONE: 650.296.1235  
WEBSITE: WWW.TORRESSTUDIOS.COM  
E-MAIL: CONTACT@TORRESSTUDIOS.COM

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**OBJECTIVE:**

SEARCHING FOR A CHALLENGING, CAREER-BUILDING POSITION IN THE ANIMATION, VIDEO/FILM PRODUCTION, AND POST-PRODUCTION INDUSTRY.

**EDUCATION:**

BACHELOR OF ARTS IN CINEMA, EMPHASIS IN PRODUCTION & ANIMATION, MAY 2007

SAN FRANCISCO STATE UNIVERSITY, SAN FRANCISCO, CALIFORNIA – GRADUATED WITH HONORS (CUM LAUDE)

**SUMMARY:**

- EXCELLENT SKILLS/KNOWLEDGE IN THE FOLLOWING:
  - o *3DS MAX, MAYA, VUE, FINAL CUT PRO, COLOR, SOUNDTRACK PRO, MOTION, PREMIERE PRO, AFTER EFFECTS, ENCORE, DVD STUDIO PRO, SHAKE, PHOTOSHOP, DREAMWEAVER, AND PRO TOOLS.*
  - o *VISUAL EFFECTS COMPOSITING, DIGITAL MATTE PAINTINGS, GREEN SCREEN PRODUCTIONS, AND MOTION TRACKING.*
  - o *ENCODING AND STREAMING VIDEOS FOR THE WEB.*
  - o *DIGITAL VIDEO EQUIPMENT, BOTH SD AND HD.*
  - o *TRADITIONAL ART SKILLS LIKE DRAWING, STORYBOARDING, AND CONCEPTUAL ART.*
- AWARD-WINNING INDEPENDENT FILMMAKER
- PRINCESS GRACE AWARD NOMINEE.
- INTERNEED FOR AMERICAN ZOETROPE SOUND EDITOR/MIXER PETE HORNER.

## EXPERIENCE:

LEAD MODELER / ENVIRONMENT ARTIST, JUNE '07 TO PRESENT – CINEMATICO INC. SAN FRANCISCO, CA

- *LEAD ENVIRONMENT & ASSET MODELER, LIGHTER, AND TEXTURE ARTIST. INVOLVED IN EVERY ASPECT OF PRODUCTION INCLUDING COMPOSITING AND RENDERING.*
- *USES AUTODESK 3DS MAX TO CREATE COMPUTER-GENERATED ENVIRONMENTS FOR SEVERAL HIGH-PROFILE PROJECTS: MARVEL ULTIMATE ALLIANCE 2, MONSTERS VS. ALIENS, BEE MOVIE, XAVIER: RENEGADE ANGEL, SUPERJAIL, AND SHREK: CARNIVAL CRAZE.*

SENIOR GAME ARTIST, FEBRUARY '09 TO JULY '09 – MINDFUSE GAMES. SAN FRANCISCO, CA

- *SERVED AS A MODELER, TEXTURE ARTIST, RIGGING & SKINNING FOR A MMORPG ENTITLED "THE WORLD OF GATHRYN".*

FREELANCE FILMMAKER, MAY '06 TO PRESENT – TORRES STUDIOS. SAN FRANCISCO, CA

- *SERVED AS DIRECTOR OF PHOTOGRAPHY, PICTURE AND SOUND EDITOR, VISUAL EFFECTS ARTIST, AND CG ARTIST FOR CLIENTS LIKE ACTIVISION, DREAMWORKS, THE CARTOON NETWORK, AND MARVEL STUDIOS.*

VIDEO EDITOR, SEPTEMBER '07 TO MAY '08 – CINEMATIC STUDIOS, SILICON VALLEY, CA

- *EDITED WEDDING & CORPORATE VIDEOS WITH FINAL CUT STUDIO.*

INTERN / ASSISTANT SOUND MIXER/EDITOR, MAY '06 TO JANUARY '07 – PETE HORNER. DAVIS, CA

- *CUT HARD EFFECTS AND RE-RECORDED SOUND TO SEVERAL SHORT FILMS INCLUDING A FEATURE LENGTH DOCUMENTARY BY ACADEMY AWARD WINNER GRACE LEE,*

## PROJECTS:

- *HOW TO TRAIN YOUR DRAGON (VG) (2010) - CG ARTIST: TECHNICAL DIRECTOR, LEAD ENVIRONMENT ARTIST, LIGHTING, TEXTURING, COMPOSITING, AND RENDER-WRANGLER*
- *MARVEL ULTIMATE ALLIANCE 2 (VG) (2009) - TECHNICAL DIRECTOR: LEAD ENVIRONMENT ARTIST, LIGHTING, TEXTURING, COMPOSITING, AND RENDER-WRANGLER*
- *MONSTERS VS. ALIENS (VG) (2009) - CG ARTIST: ENVIRONMENT ARTIST*

- BIG LEAGUE SPORTS (VG) (2009) - CG ARTIST: TECHNICAL DIRECTOR, LEAD ENVIRONMENT ARTIST, LIGHTING, TEXTURING, COMPOSITING, AND RENDER-WRANGLER
- *XAVIER: RENEGADE ANGEL – SEASON 2 (TV) (2009)* - CG ARTIST: ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *SHAVE (2009)* - DIGITAL COLORIST, VISUAL EFFECTS ARTIST
- *SHREK: CARNIVAL CRAZE (VG) (2008)* - CG ARTIST: LEAD ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *SUPER JAIL (TV) (2008)* - CG ARTIST: LEAD ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *NICE GOING (2008)* - DIGITAL COLORIST
- *EMPTY HOUSE (2008)* - DIGITAL COLORIST, VISUAL EFFECTS ARTIST
- *LEGAL AID OF MARIN: JUSTICE FOR ALL (2008)* - 2<sup>ND</sup> UNIT DIRECTOR OF PHOTOGRAPHY, PICTURE & SOUND EDITOR
- *WAITING (2008)* - WRITER, DIRECTOR, PRODUCER, DIRECTOR OF PHOTOGRAPHY, PICTURE & SOUND EDITOR
- *XAVIER: RENEGADE ANGEL (TV) (2007)* - CG ARTIST: ENVIRONMENT ARTIST, LIGHTING, TEXTURING, AND COMPOSITING
- *BEE MOVIE (VG) (2007)* - CG ARTIST: LEAD ENVIRONMENT ARTIST, LIGHTING, AND TEXTURING
- *THE LAST SON OF CELESTE (2007)* - WRITER, DIRECTOR, PRODUCER, DIRECTOR OF PHOTOGRAPHY, PICTURE & SOUND EDITOR
- *THE CRIMES OF MISTER LOWRY (2007)* - WRITER, DIRECTOR, PRODUCER, DIRECTOR OF PHOTOGRAPHY, PICTURE & SOUND EDITOR
- *AMERICAN ZOMBIE (2007)* – ASSISTANT SOUND EDITOR
- *A PERFECT PLACE (2006)* – ASSISTANT SOUND EDITOR