



# Taylor Muhoberac

3D Animator

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## EDUCATION

**The Digital Animation & Visual Effects School**, Orlando, Florida

*Diploma in Digital Animation & Visual Effects, 2017*

**Southeastern Louisiana University**, Hammond, Louisiana

*Bachelor of Arts in New Media and Animation, Department of Fine and Visual Arts, 2014*

### Honors

- Progression Scholarship, 2010-2014
- Dean's List, 2010-2014
- President's List, 2011-2012

**Southeastern Louisiana University**, Lucca, Italy

*"Literature in Italy" Study Abroad, Pisa, Milan, Via Reggio, San Gimignano, Florence, 2011*

## SOFTWARE

Maya  
Bullet  
Ragdoll  
Mac OS  
Linux  
Review Tool  
Adobe Photoshop  
Adobe Premiere  
Shotgun  
Deadline

## EXPERIENCE

**3D Animator – Luma Pictures, Los Angeles, California 2020 - 2023**

*"I Am Groot", "Thor: Love and Thunder", "Doctor Strange in the Multiverse of Madness", "Eternals", "Loki", "Candyman", "Space Jam: A New Legacy", "The Tomorrow War"*

- Animated creatures, characters, and motion capture enhancements
- Worked closely with a small team of artists and assisted in training multiple new hires
- Efficiently managed and completed shots to hit quick deadlines early and on schedule

**3D Animator – MPC, Vancouver, British Columbia 2018 - 2019**

*"Sonic the Hedgehog", "Detective Pikachu"*

- Animated multiple characters and hard surface assets for both main and background characters
- Worked closely with a large team of artists
- Organized small groups of artists on shots which required a large amount of characters
- Efficiently managed and completed shots to hit quick deadlines early and on schedule

**Teaching Assistant – The Digital Animation & Visual Effects School, Orlando, Florida 2017 - 2018**

- Assisted teaching students in animation and rigging courses
- Directed, tutored, and aided in the growth of students through critical problem solving
- Oversaw management of records for over 20 students including grades and attendance
- Aided students in developing their problem-solving skills through communication

**Generalist - The Digital Animation & Visual Effects School, Orlando, Florida 2017**

*"DAVE School Thing"*

- Efficiently met weekly and bi-weekly production deadlines managed with Shotgun
- Worked on three of the seven series of shorts in the film
  - "Working Lunch" short is currently used as an advertisement for The DAVE School
    - Modeled and textured assets in Maya and integrated 3D objects into live action footage
    - Character animation and motion capture clean-up using Maya
    - Clean plated, roto and keyed extractions in Nuke
  - "3D Printing" short is currently used as an advertisement for The DAVE School
    - Modeled assets for the main character using Maya
  - "Real World Training"
    - 3D tracked the scene using Nuke and set the scene in 3D space using Maya

**Entertainment Host - Disneyland Resort, Anaheim, California 2016**

- Ensured safety of character performers while maintaining storylines and aiding in guest assistance
- Accomplished communication skills with guests from around the world
- Operated in a fast-paced environment and managed time on and off set