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| Cynthia Fenton-Quijano  Environment Animation/Destruction/Breakable Artist | **cynthiafenton1@gmail.com** |
| EXPERIENCE343 Industries, Washington— Dynamic ArtistHalo InfiniteDec 2018 - PRESENT Helped setup, debug, create, rig, implement and animate various assets for ingame use.  Helped create documentation for dynamic workflow.  Helped create, look over and edit excel tracking documentation.  Helped with assigning tasks to other members of our team. Sony Santa Monica Studio, California — *Breakable/ Fx Artist God of War*Jan 2017 - Dec 2018 Created simulations and or physic based breaks on pre-made assets.  Placed FX on the breakables I created and various levels in game.  Created, adjusted and debugged character and camera collisions.  Fixed bugs assigned to me via JIRA dealing with breakables.  Ran the destruction team while the boss was on paternity leave. Santa Monica Public Library, California —PageJan 2012 - Dec 2018 Help shelf and categorize incoming books as well as check-in books into the library's database. also help patrons as a computer technician for basic and expert computer needs. EDUCATIONThe Art Institute of California, California —Bachelor’s in *Game Art and Design*Jul 2012 - Sept 2015Santa Monica Community College, California —Associates in Liberal ArtsJul 2009 - june 2012 | SKILLS  * Maya, 3DS Max, PullDownIt, Fracture,Physic Simulations, Rigging, Animations, Environment Animations, Photoshop, AfterEffects, Retopologizing, Low and High Poly Models, PerForce, ADO, Jira, Unreal Engine, Node Base Setup  AWARDS **Best Portfolio**  **Outstanding Student Award in Media Arts and Animation**  **Dean’s Honor Roll**  **Best of graduating Quarter** Reference **Ruben Morales - Lead Destruction Artist at Sony**  **Rory Young - Lead Dynamic Artist at 343 Studio**  **Tuan Nguyen - Narritive Animatior at 343 Studio**  **Christopher Daugherty - Technical Artist at 343 Studios** |