

José Melicoff Rosso

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 Monterrey, NL, Mexico (Open to relocation)

Portfolio: <https://www.josemelicoff.com/>

2D Animator · 2D Artist · Illustrator

Experience

Freelance Animator OCT 2024 - Present

- Motion graphics organizational video with Grupo LAMOSA.
- Traditional animation short film creation with Circuitlives.
- Traditional animations for Lofi songs with musician Trexx45.

Motion Graphics Animator at Infinite Institute APR 2023 - JAN 2025

- Creation of countless explanatory business/strategy animations created with the software: Adobe After Effects and Blender.
- Video editing with Adobe Premiere Pro to create entertaining and dynamic, YouTube format, business and strategy videos.
- Finding new ways to convey visual messages that go accordingly to technical business aspects.

3D Sculptor/modeler intern at CIQNO Studio SEP 2022 - MARCH 2023

- Revision of several character models utilizing sculpting and modeling tools in Autodesk Maya.

Educational Entrepreneurship with Casa de Artesanías Tukulná JAN 2023 - DEC 2023

- Thesis project at CEDIM university in collaboration with Casa de Artesanías Tukulná.
- 3D prop and character modeling, in Autodesk Maya, for a variety of different business proposals.
- 3D renders using Blender render engine: Cycles.
- Character concept art in Procreate.

Educational Entrepreneurship with Teyolot Café AUG 2020 - DEC2020

- Elaboration of an art digital library (Gifs, flyers, Mockups, logo variations, etc.) for social media improvement.

Educational Entrepreneurship with Hambre Cero SEP 2019 - DEC 2019

- Charity campaign concept, plan, and prototype proposal for the charity company: Hambre Cero (CÁRITAS).

Educational Entrepreneurship with EFFETA JAN 2020 - MAY 2020

- Facility interactive proposal for special education school: EFFETA.
- Concept art of characters for facility art.
- 2D animation gifs targeted to special education students.

Awards and Achievements

Game Jam Events:

Global Game Jam UDEM 2019:

- Award for best original soundtrack.
- Composed soundtrack for the videogame.

Game Jam XP-Faculty of Video Games and Interactive Media 2023):

- First place award for best video game.
- Created 2D Animations, backgrounds, and concepts.

Non competitive Game jams:

- Game Jam CEDIM 2020.
- Game Jam TEC with MIMEC 2023.

Skills

Craft

- High quality 2D rough animations that convey strong emotion and dynamism to any story.
- Smooth, elegant, and entertaining animated graphics that clarify any sort of idea.
- Strong sense of design and draftsmanship.
- Well founded 3D animation generalist.
- Flexible and knowledgeable in video edition.
- Excellent teamwork proficiency and organizational skills.

Software:

- 2D Animation: Toon Boom Harmony, Clip Studio Paint EX, Adobe Animate.
- Motion Graphics and Video editing: Adobe After Effects, Adobe Premiere Pro.
- Illustration / Photo editing: Procreate, Adobe Photoshop.
- 3D/CGI: Autodesk Maya, Blender.

Languages:

- Spanish (Native).
- English (Professional working proficiency).

Education

Centro de Estudios Superiores de Diseño de Monterrey © CEDIM 2019 - 2023

- Bachelor of Animation with a GPA of 9.5.

High School at Prepa UDEM. Monterrey, N.L. 2016 - 2019

- Graduated as outstanding student with a GPA of 9.1 and additional IB Certification of ML Math and ML Spanish.

Professional Profile

I am a Passionate hardworking animator willing to adapt to any environment with the goal of creating entertaining, dynamic, and stunning visuals for my clients. My experience and positive mentality had taught me how to collaborate effectively with anyone and how to overcome under pressure challenges.