



Philip Cruz

Character Animator

+1-408-320-8215

Phil@philipcruzanimation.com

www.philipcruzanimation.com

www.linkedin.com/in/pcruz620animate/

EDUCATION

Bachelor
Media Arts Animation

Art Institute of California
San Francisco
2004-2006

Associates
Computer Animation

West Valley College
2003-2004

TRAINING/COURSES

Animation Workflow

Animation Box, 2024
Mentor: Yuri Lementy

Games Animation
Workshop 1

iAnimate, 2022
Mentor: Brad Faucheux

HOBBIES/INTERESTS

- Drawing
- Cycling (Road & Track)
- Coffee Nerd
- Playing with my cats
- Fountain Pen Nerd
- Journaling

EXPERIENCE

MATERIAL HANDLER 2022-Present
[Javad EMS](#) San Jose

- Pull kits for electronic manufacturing
- Record inventory

Lead Animator/Puppeteer 2007-2022
[Creativity Inc.](#) San Carlos

Creativity is a product design and content development company

- Puppeteered animatronic toys using in house tools and programs
- Created graphics and animation using Adobe Flash
- Created pixel animation and graphics using Photoshop
- Created 3D animation using Autodesk Maya
- Lead teams of animators and puppeteers to ensure a cohesive style
- Worked with engineers and gameplay developers to bring ideas to life

SKILLS

- Autodesk Maya
- Photoshop
- Adobe Animate
- Clip Studio Paint

EXAMPLE OF PRODUCTS SHIPPED

Marvel Legends Interactive Deadpool Head
[Hasbro](#)

- Animated head movements and lip-sync

Furby (2012-2018)
[Hasbro](#)

- Lead puppeteering and LCD animation team
- Designed the look of the LCD eyes

Monster High ICoffin
[Mattel](#)

- Created LCD animations for the coffin screen