



THE RESUME OF

DOMINIC VENUTI



DOMINIC VENUTI

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PROFILE

Enthusiastic artist with an affinity for cartoons and cartoon media. Studied art and animation for game design. Goals for the future include designing uniquely stylized games and/or animated television and movies. Friendly and ambitious, seeking a similar work environment.

SKILLS

- 2D art and animation, including (but not limited to) web and print comics, Flash animation, and video game assets
- Some 3D art and animation, including CGI and stop-motion animation.
- Experienced with Adobe Photoshop
- Experienced with Adobe Flash (including ActionScript)
- Experienced with Adobe Illustrator
- Experienced with Maya
- Experienced with Unity and JavaScript
- Some experience with Zbrush
- Adapting to new challenges
- Attention to detail
- Client relations
- Communication
- Leadership
- Multitasking
- Organization
- Problem-solving
- Resource management
- Task delegation
- Teamwork
- Training / instructing new employees

WORK EXPERIENCE

Dreamscape Immersive, Los Angeles, CA

October 2018 – August 2019

- Temporary supervisor
- Tech associate tasked with technical operation and maintenance, as well as basic guest service and showmanship responsibilities
- Improvised cataloging and inventory of technical equipment

Doodle Pictures Studio, LLC, Enfield, CT

April 2012 – August 2016

- Production Artist
- Raster illustration, vector illustration, 2D and 3D rigging and animation
- Production includes: web animations, commercials, comics, posters, packaging, magazines, storyboarding, and concept art
- Frequent self-management
- Delegated and oversaw work of outsourced freelancers
- Created scripts and systems to facilitate pipeline efficiency
- Directly dealt with high-profile clients (The LEGO Group, Scholastic Corporation, etc.)

Bored.com, New York, NY

2011

- Lead Artist (Freelance)
- List of games include: Space Eater, Hamster Escape, Poke the Panda, Kill M, Causality Story 1
- Responsible for game's art direction
- Conception and illustration of all visual assets

EDUCATION

Bachelor's Degree in Electronic Games: Art and Animation 2010