



Anthony Zayas

MOTION DESIGN | VFX | CONCEPT DEVELOPMENT

Atlanta, GA

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PROFILE

Anthony is a multi-talented artist who brings his enjoyment for storytelling and an ambitious attitude to his projects. He is an avid cinephile, sci-fi enthusiast, and gamer who loves staying updated on geek culture and watching old films.

SKILLS

Motion Design
2D Animation
3D Animation
Concept Development
3D Modeling
Lighting
Storyboarding
Screenwriting
Cinemaography
Digital Painting
Photogrammetry

SOFTWARE

C4D Animate
Maya After Effects
Blender Premiere
Houdini Photoshop
Arnold Illustrator
Octane Indesign

SOCIAL

INSTAGRAM:
<https://www.instagram.com/anthonyzayasart/>

LINKEDIN:
<https://www.linkedin.com/in/anthony-zayas-381a9499/>

WEBSITE:
<https://www.anthonyzayas.com>

EXPIERENCE

WWE

Motion Designer / June 2022 - January 2024
Designed and Animated multiple PLE events and shows from ideation to completion, including Wrestlemania 40 and SummerSlam 23

MAJOR MATTER

Motion Designer / January 2022 - November 2022
Developed, and animated text based videos for advertisement, and internal use

RENT-E-BOARDS

Motion Designer / October 2021 - January 2022
Animated a short bumper, created a style guide for branding documentation, and assisted in making pattern designs for t-shirts and other products.

SCAD PRO

VFX Lead / March 2021 - June 2021
Collaborated with a production team to develop shots for a documentary for Visit Mobile

ED HUCK REALITY

Animation and Concept Development / September 2020
Created 2D vector character animations for social media ad campaign.

NASA JOHNSON SPACE CENTER

Digital Artist Intern / January 2018-August 2019
Developed 2D animated series for youtube, 3D photogrammetry models and 3D animations for the Integrated Graphics Operations and Analysis Laboratory (I.S.S).

BRUCE CHECEFSKY FILMS

Assistant Producer / 2014-2016
Produced multiple fine art films and media to be shown at International film festivals and New York MoMa. Duties included cinematography, sculpture, editing, set lighting and design.

NASA GLENN RESEARCH CENTER

Animation and Game Design Intern / May 2015-August 2015
Strengthened and developed a touch screen video game exhibition displaying the Deep Space Communications and Navigation network.

BOLSTER LEARNING SYSTEMS

Animation and Concept Development / 2014
Designed and animated 2D characters, backgrounds and assets for use in educational speech development and childhood autism diagnosis game.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

M.F.A Motion Media Design / 2019-2022

THE CLEVELAND INSTITUTE OF ART

B.F.A Animation / 2012-2016

CUYAHOGA COMMUNITY COLLEGE

3D Modeling Certificate / 2017
Game Design Certificate / 2017

THE OHIO STATE UNIVERSITY

Associates of the Arts / 2009-2011

ACHIEVEMENTS

PARKER SOLAR PROBE CHALLENGE

Director, Video Producer

SCAD GRADUATE SCHOLARSHIP

E-learning Recipient

CIA DIGITAL MEDIA CLUB

Founding Club President

360 DEGREES OF SIGHT AND SOUND

Animation Submission

CLEVELAND FILM FESTIVAL

Volunteer

WEAPONS OF MASS CREATION

Merch and Podcast Volunteer

CLEVELAND INGENUITY FESTIVAL

Video Participant