



J. MAURICIO HOFFMAN

Cell: 858.692.0657
mo@monkeybrainstudios.com

Work Experience:

- 9/2010 - Present** **Monkey Brain Studios.**
Position: Founder and Director.
Clients: Warner Brothers Games, WEVR, Oddworld, Roblox, Filmography, Roblox, among others.
- 3/2015 - Present** **Gnomon School of Visual Effects**
Position: Education Lead Technology.
Program: In charge of the Animation Track Education
- 8/2010 - Present** **Laguna College of Art and Design.**
Position: Part Time Instructor.
Program: Computer Animation I and II.
- 3/2011 - 8/2012** **Superplay Games.**
Position: Creative Director .
Projects: Cosmonauts, Sky Defenders, Munchie Mania and other undisclosed projects.
- 7/2005 - 9/2010** **Blizzard Entertainment.**
Position: Senior Animator.
Projects: World of Warcraft, Burning Crusade, Wrath of the Litch King, Cataclysm.
- 1/2003 - 2/2005** **Sammy Studios.**
Position: Animator, cinematics and in-game.
Projects: Darkwatch in-game animation, Cinematic Teaser and promotional material.
- 7/2000-11/2002** **Oddworld Inhabitants.**
Position: Cinematic Animator and Technical Director.
Projects: Munch's Oddysee cinematic cut scenes, TV commercial and Musical Video.
- 1/1996-7/1999** **Freelance (Mexico City).**
Graphic Artist, Illustrator & Editorial Cartoonist.
Clients: Vips, El Porton, Sony Music, Periódico Reforma, Bayer.
- 4/1996-5/1997** **A.R.Weitzner y Asociados. (Advertising agency, Mexico City)**
Position: Graphic Designer, Illustrator and Storyboard Artist.
Clients: Sun Microsystems, Oracle, Centro Comercial Interlomas.

Education:

- 5/2000-Present** Multiple Workshops and Seminars on subjects ranging from artistic to managerial.
- 6/1999-5/2000 Vancouver Film School** 3D Animation and Special Effects Program.
- 1/1993-12/1996 Universidad Anahuac** Bachelor in Graphic Design.



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Skills:

A well-rounded **2D** and **3D artist** with experience in **directing and managing** local and remote art production teams. Vast Knowledge of **keyframe** and **motion-capture** animation Techniques as well as **character design**, modeling, texturing, **directing and mentoring**.

Other skills include: storyboarding, cartooning, illustration, graphic design and acting.

Trilingual: Spanish, English and Hebrew. Written and verbal.

Software: Proficient in Maya, Toon Boom Animate, Photoshop, Premiere, Illustrator and the Microsoft Office Suite. Working knowledge of MotionBuilder, After Effects, Zbrush and Jirra. MacOs, Windows and Unix

References

Lorne Lanning.

President and Creative Director of Oddworld Inhabitants.
Email: lorne@oddworld.com

Edward Rotberg.

Technology Director for Innovative Leisure and Atari Legend.
Email: gonzo@edrotberg.org Cell: (530) 210-4669

David Khun.

Chair of Animation Laguna College of Art and Design (LCAD)
Email: dkuhn@lcad.edu Cell: (949) 981-1969

Farzad Varahramyan.

Art Director of Machine Zone San Diego.
Email: farzad@machinezone.com Cell: (760) 277-1665

Chris Ulm.

Studio GM at Warzone San Diego.
Email: culm@machinezone.com

Erika Sayre-Smith

Human Resources Director at Blizzard.
Email: esayresmith@blizzard.com