

**CONTACT**

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**EDUCATION**

MAY-DEC 1997 NYU/Center for Advanced Digital Applications (CADA),  
Intermediate and Advanced Softimage 3D (Softimage Certification)  
SEP 1995-MAY 1998 Pennsylvania School of Art and Design Associate Degree in Illustration  
SUMMER 1996 Future Media Concepts Softimage 3D Level 1

**WORK EXPERIENCE**

AUG 2000-PRESENT **Freelance 3D Artist/Animator**  
Recently, I have been involved in numerous freelance projects for some of the best post-production/animation houses in Manhattan. These companies include: PSYOP, Spontaneous, Treehouse, Liquid light (v2), Imaginary Forces, Sony, Quietman, MTV and Nick Digital.  
Commercial work includes: The Disney Channel, Trident, Motts, Quaker, Mattel, The History Channel, the „MTV video music awards“, Band-aids, Neutrogena, Discovery Channel, Rol-aids, GMC, Vibe Magazine, Alcon, A&E, Nascar, Champion, BASF, Reebok, Nike, Humana, McDonalds, Mercedes, Prudential, Loreal and Absolut “Level.” As well as numerous spots directly through various agencies.

SEP 2001-MAY 2003 **New York Institute of Technology Adjunct Faculty**  
At NYIT I taught Level II Maya for the graduate program. With an emphasis on character animation, I introduce the students to such techniques as inverse kinematics, lattice deformation, shape animation, rigging and expressions.

FEB 2000-MAR 2003 **Treehouse Animation (Just 2 Guys)**  
“Permalance” - Lead animator  
At Just 2 Guys (now called Treehouse), I was involved in character development and animation on main-stream commercials as well as in-house character studies. The most memorable project would have to be Trident White, where I (single-handedly) animated all of the gum for 4 national spots. I also modeled, lit, and textured a handful of scenes.

- JAN 1999-FEB 2000**      **SynaPix Inc. Product Specialist**  
Upon joining Curt Rawley (CEO) and SynaPix, I was immediately exposed to the software side of the industry. I guided the direction of their 3D products from releases such as SynaMatch (camera tracking) to cutting-edge systems in development such as the SynaFlex hardware/ software solution [which extrapolates 3D geometry from 2D imagery]. I was also responsible for training, support, customer relations and demos, as well as acting as liaison from customers and their feedback to the developing engineers.
- SEP 1998-JAN 1999**      **Splash Design / First Edition Editorial Contract**  
At Splash I was involved with the complete process of 3D animation from conceptualization to final production. With guidance from the director of animation (Jason Strougo) I was able to hone my animation and design abilities while furthering my experience with overall projects, schedules and client expectations. From on-air spots to customized animations for various advertising agencies, I was able to develop a great foundation.
- NOV 1997-FEB 1998**      **Blue Sky Studios Internship**  
While at Blue Sky, I was given the opportunity to participate in 3D projects alongside some of the best 3D animators in the industry. Among others, projects included modeling and animating a 3D apple used on 2 on-air spots (Quaker Oats and Motts).

**QUALIFICATIONS**

- COMPUTER SKILLS**      Softimage XSI, Alias/Wavefront Maya, Shake, AfterEffects, Photoshop, Illustrator, Boujou and Deep Paint
- OTHER SKILLS**      Figure Drawing, Character Design and Storyboard Art  
References available upon request.