

NATALIE JIMENEZ

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818-447-2394

Imaginative 3D Artist specializing in crowd simulation and 3D animation. Has experience with both Feature and TV animation.

EDUCATION

CALIFORNIA STATE UNIVERSITY NORTHRIDGE

Bachelor's in Art/3D Animation
2014 - 2018

ANIMATION MENTOR

3D Character Animation Program
2019-2021

Creature Animation Workshop
2021

Previs Workshop
2022

Game Animation Fundamentals
2023

STUDIO ARTS

Unreal Connectors Program
2024

Unreal Engine Sequencer
2024

Unreal Engine Animation + Tools
2024

ANIMAWARRIORS

Rigging Fundamentals
2024

PERSONALITY & HOBBIES

OUTGOING POSITIVE
OPEN-MINDED FUN

BAKING CROCHETING
LINE DANCING JIU JITSU

JOB EXPERIENCES

WALT DISNEY ANIMATION

CROWDS ARTIST

ZOOTOPIA 2
2025

WISH
2023

Complete assigned crowd shots in Houdini working with crowd and animation supervisors to create the desired look and feel.

Use various techniques depending on the nature of the crowd shot including blending animation cycles and minor animation adjustments to tailor crowds for shots needs.

Work collaboratively with team members when working from similar crowd shots. Attend dailies, receive feedback and apply notes in a timely manner.

DREAMWORKS TV

DWTV HUB TEAM

CROWDS ARTIST
2021 - 2022

CROWDS TRAINEE
2021

Create hand-keyed animation cycles or reuse and clean up animation from existing cycles. Most cycles reaching about twelve seconds.

Convert animation to Golaem motions and troubleshoot animation files to meet the necessary parameters for simulation use.

Complete assigned crowd simulations using Golaem and communicate with show teams to ensure the desired look.

Complete a golaem crowd simulation by the end of the trainee program using the golaem assets provided.

Meet with mentor four to five times a week for training sessions and keep up with golaem video tutorial assignments.

SOFTWARE EXPERIENCE

MAYA GOLAEM HOUDINI UNREAL ENGINE

AFTER EFFECTS PHOTOSHOP SHOTGRID

SOFT SKILLS

RELIABLE ADAPTABLE EXCELLENT COMMUNICATOR

ENTHUSIASTIC QUICK LEARNER PROACTIVE