

VICTOR FUSTÉ

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(253) 970-0205

EDUCATION:

- **NYU Tisch School of the Arts, New York:** MA in Cinema Studies
- **Stanford University, Stanford, CA:** BA in English, BA in Film and Media Studies
- **University of Oxford, Oxford, England** Directed Study program in English Literature.
- **Animation Mentor, Emeryville CA:** Certificate in Character Animation

EXPERIENCE:

Storyboard Artist & Writer, Freelance

(January 2015 – Present) Seattle, WA

- Clients include: Titmouse, Run Studios, Shutterfly, Inc., Inverse, Fatherly and Zerply.

Guest Lecturer, Academy of Interactive Entertainment

(June 2018 – Present) Seattle, WA

- Taught Intro to Animation Storyboarding.

Creative director, Frenemy Studios

(January 2016 – Present) Seattle, WA

- Lead creative for an IP incubator focused on animated content for television and features as well as comics for print publication and online distribution.

Content Strategist, Zerply.com

(January 2015 – July 2016) Seattle, WA

- Interviewed high profile artists and producers in the animation, VFX, video game and VR industries. Published articles to help user base promote their projects.
- Tracked industry trends in animation, VFX, video games and VR for development team, customer support and fundraising teams.
- Promoted artist and company content in social media feeds. Expanded followers by 2x.
- Wrote long term strategy documents for product development and customer engagement.

Training & Artistic Development Specialist, PDI/DreamWorks Animation

(January 2012 – June 2015) Redwood City, CA

- Drove Artistic Development classes and workshops for 600+ employees.
- Trained and managed 30+ interns over three years in the Education dept., providing mentorship for independent projects.
- Produced dozens of cross-site guest speaker presentations with Glendale studio.
- Led writers groups in development of scripts and short film projects within the studio.
- Tailored training classes to artists' specific needs in conjunction with partners in HR, production management, artistic leadership and dept. heads.
- Developed training curricula for production management classes, utilizing standards emphasizing communication, collaboration and clarity.
- Designed e-learning templates for pipeline classes, which included user experience maps and content delivery flexibility in the form of videos, documentation and testing exercises.
- Taught regular classes on DreamWorks' proprietary Animation Software (Premo).

- Established relationships with local educational, tech and artistic companies to find new ways to educate and inspire DreamWorks artists and staff.
- Shaped international training procedures through our relationship with DWA's India and Shanghai based studios.

Production Coordinator, Layout Department, PDI/DreamWorks Animation

(Sept. 2010 – December 2011) Redwood City, CA

- Managed production schedules for 32 artists in the Layout dept. on two major motion pictures (*Megamind* and *Madagascar 3*) tracking production progress in Nile (proprietary tracking software) and Excel.
- Managed schedules for artistic leadership while coordinating with other departments in production pipeline - esp. Story, Art, Animation, Modeling, and Lighting - for reviews, revisions and sequence launches.
- Contributed to brainstorming with Previs artists for sequence and story pitches and organized live-action reference shoots with film directors and producers.

Production Coordinator, Framestore NY

(July 2009 – July 2010) New York, NY

- Overall coordinator for Head of Production, Exec. Producer and Commercial Producers.
- Completed 50+ TV spots, including 3 Superbowl spots and 2 Winter Olympic spots.
- Built initial VFX breakdowns and agency bids to determine talent allocation and production costs on commercial VFX spots.
- Provided feedback and edited ad agency treatments for pitches to large NY ad agencies.
- Maintained recruiting freelancer pool for New York's VFX artists, organizing interviews with new talent, vetting demo reels for CG leads, tracking freelancer invoices through MBO's and generating offer letters/new hire packets.

Internships

- **Marvel Entertainment** Editorial Intern. 10+ monthly titles, including all *Hulk* books (2009) and licensed content.
- **Pressman Films** Development Intern. Wrote script coverage for Head of Development & Production (2008)

SKILLS:

- **Story:** Advanced degrees in cinematic story analysis, screenwriting and structure. Experienced in editing and guiding writers to reach milestones.
- **Computer:** Proficient with PC, Mac and Linux operating systems. Skilled in MS Office, Adobe Photoshop, Google Suite, Maya, Toon Boom Storyboard Pro, Premo (DWA's proprietary animation software), Shotgun, Sketchbook Pro, Final Draft, and Celtx.
- **Social media:** Experience managing company feeds in Facebook, Twitter, Tumblr, Instagram and Wordpress.
- **Languages:** Native Spanish speaker, working knowledge of Japanese and Italian.

LINKS:

Portfolio: www.victorfuste.com

Company website: www.frenemystudios.com

LinkedIn: <https://www.linkedin.com/in/victorfuste/>

IMDB: http://www.imdb.com/name/nm3880634/?ref=fn_al_nm_1