

**Michael C Cabrera**  
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## SUMMARY

Talented College Lecturer of Animation employing creative teaching strategies to engage students fully in the learning process. Driven to inspire students to achieve personal and academic success. Accomplished lecturer who effectively articulates information and responds honestly to questions from students. Highly competent and dependable in teaching modeling, digital effects, digital lighting, compositing, and animation concepts and techniques as it pertains to 2D, 3D, and Stop Motion animation. Confident in teaching any and all courses that are associated with these areas in the study of animation.

## EDUCATION

- 2006 **Masters of Fine Arts in Visual Effects**, Savannah College of Art and Design, Savannah, Georgia, GPA 3.6
- 2008 –2011 **Masters of Arts in Teaching Broad Fields Science**, Georgia Southern University, Statesboro, Georgia, GPA 4.0
- 2000 **Microsoft Certified Systems Engineer, Emphasis in TCP/IP and Exchange 5.5**, Premier Computer, Savannah, Georgia
- 1994 **Bachelors of Science in Biology, Emphasis in Marine Biology**, Oregon State University, Corvallis, Oregon

## EXPERIENCE

- 2017-Present **Visiting Lecturer**, School of Visual Arts and Design, University of Central Florida, Orlando, Florida  
Introduction to Animation (FIL 3720C), Geometrical Modeling Workshop (DIG 4326C), Digital Effect & Compositing (DIG 3643C), Digital Video Fundamentals (DIG 2030), Experimental Animation (FIL 4735C), Look Modeling Workshop (DIG 4325C)
- 2016-2017 **Adjunct Professor**, School of Visual Arts and Design, University of Central Florida, Orlando, Florida  
Introduction to Animation (FIL 3720C), Geometrical Modeling Workshop (DIG 4326C)
- 2016-2017 **Modeling and Simulation Instructor**, Hagerty High School, Oviedo, Florida  
Modeling and Simulation Foundations, Modeling and Simulation Design
- 2015-2016 **Physics Teacher**, Lyman High School, Longwood, Florida  
Physics
- 2008-2015 **Science Teacher \ CTAE Instructor**, South Effingham High School, Guyton, Georgia  
Biology, Chemistry, Physics, Environmental Science, A.P. Environmental Science, Broadcast Video Production I-III, Broadcast Video Production Applications, Audio Video Technology and Film I-III, Introduction to Engineering, Introduction to Drafting and Design
- 1/2007-12/2007 **Adjunct Professor of Visual Effects, Interactive Design and Game Development**, Savannah College of Art and Design, Savannah, Georgia  
Digital Form, Space and Lighting (ANIM 250) (Maya), Advanced Survey of Computer Art Applications (CMPA 110) (Photoshop, Illustrator, Dreamweaver, Maya)
- 2006-2007 **Substitute Teacher**, Effingham County High School, Springfield, Georgia

- 2006 **Digital Effects Supervisor**, *Bottleneck*, short film directed by Andrew Shippides
- 2006 **Teaching Assistant**, Savannah College of Art and Design, Savannah, Georgia  
Advanced Survey of Computer Art Applications (Photoshop, Illustrator, Dreamweaver, Maya)
- 2005 **Teaching Assistant**, Savannah College of Art and Design, Savannah, Georgia  
Procedural Modeling and Animation (Houdini)
- 2004 **Digital Effects / Lighting** *Gumshoe and Brock*, short film directed by Marty Clayton
- 2003-2004 **Pipeline TD**, *Rick and Rocky*, short film directed by Brandon Osterman
- 2000-2003 **System Support / System Administrator Level II (Computer Art Department)**,  
Savannah College of Art and Design, Savannah, Georgia
- 2000 **Technical Support / Network Administrator**, Scan Solutions, Inc., Hilton Head  
Island, South Carolina
- 1997-1999 **Network Administrator**, Oregon Institute of Marine Biology, Charleston, Oregon

#### **AWARDS**

- 2013-2014 **Teacher of the Year**, South Effingham High School
- 2006 **SCAD Visual Effects Award**, *Bottleneck*, short film directed by Andrew  
Shippides
- 2003 **SCAD Fellowship**, MFA Candidate

#### **PROGRAMMING**

Comprehensive understanding of programming and scripting languages including  
MEL, HScript, RSL, TCL, PERL, Python and C

#### **SOFTWARE**

(proficiency) Side Effects Houdini, Autodesk Maya, Pixar's Renderman, 3D  
Studio Max, Adobe Photoshop, Adobe Premiere, Adobe After Effects, Adobe  
Animate, Toon Boom Harmony

(familiarity) Adobe Illustrator, Adobe Dreamweaver

#### **PLATFORMS**

Windows, OSX, UNIX, LINUX