

# Juan Zaragoza

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## EDUCATION

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**Bachelor of Arts in Arts and Technology**  
The University of Texas at Dallas, Richardson, TX

May 2018  
GPA: 3.51

**Standard Teaching License – EC-12 Technology Applications**  
iTeachTexas

July 2022

## TECHNICAL PROFICIENCY

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**Programs:** Pro Tools 2023, Adobe Audition 2023, Reaper, Maya 2024, Blender, Adobe Premiere Pro 2023, Adobe After Effects 2023, Adobe Photoshop 2023, Microsoft Office 2021

**Operating Systems:** Windows (all versions), Mac

**Programming Languages:** JavaScript

## RELEVANT EXPERIENCE

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**3D and Modeling Animation Teacher** – Lebanon Trail High School, Frisco, TX

September 2022 – Present

- Crafting lesson plans to educate children about the principles of animation and the fundamentals of 3D modeling in Autodesk Maya through projects that utilize higher-order thinking and creativity.
- Collaborating with other 3DMA teachers in the district when making lesson plans and assignments to ensure that the class material is meeting the TEKS standards for the children.
- Taught children the basics of Adobe Photoshop and Autodesk Maya by modeling steps in both programs to ensure they understood the material for their class projects while mentoring them to adjust details in their class projects to grow as individuals.
- Educating children about the Animation industry by showcasing the 3D Animation pipeline along with discussing the pitfalls of the industry, such as blacklisting, as well as strategies for finding work in the industry post their public-school education.

**Creative Services Intern** – Crunchyroll, Dallas, TX

January 2017 – March 2017

- Created graphical and video assets every week for the podcast show, Dubbletalk™.
- Created promotional design documents for various properties, while assisting graphic designers with tasks ranging from fixing small details to creating assets for public display.
- Managed editing promotional video clips while collaborating with the editors in the Promotional Video department.
- Animated transitional assets through equipment to improve the quality of promotional materials to make it all reach professional standards.

**Audio Engineer** – Starman Studios, Farmers Branch, TX

November 2019 – July 2020

- Mixed and mastered together assignments for clients by crafting audio compositions that included voiceover, sound effects, and music while adjusting volume levels accordingly.
- Mastered completed assignments to ensure they were up-to-par professionally when it came to quality for publishing.
- Directed voice actors as they performed as their listed characters while giving constructive feedback to ensure satisfying results.

**Audio Engineer** – Freelance

January 2021 – Present

- Recorded vocal singers as they performed while giving feedback to ensure satisfactory results for clients.
- Mixed and mastered together compositions comprising of vocals and music while adjusting volume levels to meet professional standards for publishing.

## ACADEMIC PROJECTS

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**Senior Capstone Project**

Spring 2018

- Recorded various lines of voice-over and sound effects, then mixed and mastered the structure to follow the original design of the project.
- Directed five voice actors as they performed as their characters while giving feedback to ensure satisfying results.
- Collaborated with audio engineers to ensure recording process went smoothly while preventing loss of data, then carried out finalizing the sound.

## OTHER EXPERIENCE

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**Customer Service**

2014 – Present