
ANIMATOR RESUME

Summary:

A highly creative individual with a strong background in designing, drawing and enhancing two and three-dimensional figures; Knowledgeable in both traditional and advanced design techniques, tools and models; Highly advanced in utilizing principles involved in the production of precise and interactive technical plans, blueprints and drawings; Flexible and team-oriented; Can complete assigned tasks independently with little or no direct supervision; Results-oriented and dependable.

Professional Experience:

Creative Director, October 2006- Present
Studiometrix, Beverly Hills, California

Responsibilities:

- Handled a team of graphics designers in charge of designing outsourced project-based graphics and animation jobs utilizing independent judgment, style, creativity, advanced software materials and computer equipment.
- Created 2D and 3D images depicting objects in motion and process flow animation.
- Manipulated figures, camera-ready art, film and printed proofs and static images to transform it to life-like images by adjusting light, color, texture, shadow and transparency gradients.
- Mapped out key scenario story boards seamlessly to arrange a smooth flow of subsequent scenes, creating realistic fluidity in the character's motions.
- Aligned verbal scripts and sounds with the animated characters to make it appear more lifelike.
- Developed artistic and high-impact visual representations and flash animations on the company's main web site banners to entice customers to outsource their graphics requirements to the company.
- Developed briefings, brochures, multimedia presentations, web pages, promotional products, technical illustrations, and computer artwork for use in products, etc.
- Presented media storyboards for client appreciation.

Animator/Cartoonist, March 1999- 2006
Visual Sonic Corporation, Sacramento, CA

Responsibilities:

- Designed movie sets, 3D and cartoon characters.
- Integrated timing of character movements in alignment with soundtrack and cinematographical credits.
- Used advanced modeling and optical scanning tools to convert real images and objects to animation or 2D entries.
- Created standard templates, drawings and illustrations specifically to client's requests for brand company labels, direct mailers, mascots and banner ads.
- Planned project work plans to meet client deadlines without compromising quality and effects.

Senior Graphic Artist January 1997- 1999
The Spinner Magazine, San Jose CA

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Animator/Cartoonist, March 1999- 2006
Visual Sonic Corporation, Sacramento, CA

Education:

1995-1997 Masters in Fine Arts, Major in Animation,
University of California-Irvine, CA
1990-1994 Bachelor of Science in Fine Arts
University of California-Irvine, CA

Skills:

- Proficiency in basic and advanced computer design soft wares including Flash, Maya, Lightwave, Adobe and others
 - Proficiency in both PC and MAC Operating systems
 - Strong multi-tasking skills with the ability to work under tight deadlines
 - Great eye for detail and strong planning and organizational skills
 - Graphic software integration
 - Basic photography
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Associations/Organizations:

ASIFA-San Francisco: The International Animated Film Society, Member
UNICEF and Animation World Network, Contributor

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