

ROBERT SMITH

Animator II

Phone: (0123)-456-789 | Email: info@qwikresume.com | Website: Qwikresume.com

SUMMARY

Animators produce images that appear to come to life on screen. Their work is found in feature films, commercials, pop videos, computer games, websites and other media.

CORE COMPETENCIES

Adobe Creative Suite, Adobe Photoshop, Adobe Illustrator.

PROFESSIONAL EXPERIENCE

Animator II

ABC Corporation - October 2011 – May 2012

Key Deliverables:

- Create a higher level of gameplay through storytelling where the game user becomes a viewer.
- Daily communication and meetings within large and small groups of developers, designers, and artists for discussions about pipelines, tools.
- Analyze and organization of mocap deliveries that will be imported into Motion Builder for added actor performance.
- Scene building and set up of animation within "Ant", sole proprietor software created by EA that allows the animator to set up his/her scenes.
- Director software created and developed at EA is a program that allows the animators to place cameras within these sequences.
- Animated established characters for Discovery Channel production of "PANDEMONIUM", a story of good desk supplies.
- Implemented using 2-D Animation and digital video backgrounds, lip-sync, and prop design.

Animator

ABC Corporation - November 1997 – November 1999

Key Deliverables:

- Increased animation responsibilities through out the production of several popular television series for public broadcasting in North America.
- Primary duties included, animating a variety of characters to create individual personality and emotions.
- Stage setup and creating lighting rigs to establish atmosphere and mood of a scene.
- Additional responsibilities included motivating team co-workers and assisting jr. animators development.
- Titles include Weird Ohs and War Planets.
- <http://www.rainmaker.com/site/mainframe>.

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EDUCATION

- Animation - June 1995(Academy of Design - Toronto, ON)