

# Michael Culp - Animator

Portland, OR - Email me on Indeed: [indeed.com/r/Michael-Culp---Animator/6a2661b0c4aa4bdb](https://www.indeed.com/r/Michael-Culp---Animator/6a2661b0c4aa4bdb)

Authorized to work in the US for any employer

## WORK EXPERIENCE

### **Animator**

Bent Image Labs - Portland, OR - 2015 to Present

Worked on the Public School Superhero short web series. Created rigs in Adobe Flash for over a dozen characters. Animated on the episodes with a team of four others.

### **Animator**

MicroCom Sytems - Portland, OR - 2015 to Present

Created a short animated advertisement. Rigged and animated in Toon Boom Studios.

### **Warehouse Worker**

Marco Awards Group - Portland, OR - 2013 to 2015

Picked and shipped orders in a trophy warehouse. Used a forklift to move and store pallets. Received and organized shipments of trophy parts.

### **Animator**

CECTV - 2013 to 2014

Created several short animations for Chuck E. Cheese using Adobe Flash. Provided with audio I created storyboards, backgrounds, character designs and animation.

### **Animator**

3-D Central - 2009 to 2009

Animated a series of animal cycles for an online game using Autodesk Maya.

## Programs

Adobe Creative Suite

Flash, Photoshop and After Effects: Animation, rigging, design, image manipulation and video editing.

Autodesk Maya

Animation in Maya was my main focus in school. I also have basic rigging and modeling skills.

Toon Boom

Animation and character rigging.

## EDUCATION

### **Bachelor of Science in animation**

Art Institute of Portland

2005 to 2008