

# Michael Ryan

Pasadena, CA - Email me on Indeed: [indeed.com/r/Michael-Ryan/6ba14a714d284ff9](https://www.indeed.com/r/Michael-Ryan/6ba14a714d284ff9)

## WORK EXPERIENCE

### **Animator**

Duncan Studio - Pasadena, CA - January 2014 to February 2014

#### Responsibilities

Provided CG character animation (on an unannounced project).

#### Skills Used

CG character animation

### **Freelance CG Layout Artist / Animator**

Petrol Advertising - Burbank, CA - December 2013 to December 2013

#### Responsibilities

Provided CG layout and character animation (on an unannounced project).

#### Skills Used

CG layout / camera animation, CG character animation

### **Animator**

Duncan Studio - Pasadena, CA - July 2013 to August 2013

#### Responsibilities

Provided CG character animation on "Despicable Me 2: 'Rock, Paper, Scissors'" (commercial).

#### Skills Used

CG character animation

### **Animator**

Duncan Studio - Pasadena, CA - April 2013 to July 2013

#### Responsibilities

Provided CG character animation on "The Nut Job" (feature animated film).

#### Skills Used

CG character animation

### **CG Animator**

Sprite Animation Studios - El Segundo, CA - November 2012 to March 2013

#### Responsibilities

Provided CG character animation and layout on "Pac-Man and the Ghostly Adventures" (TV animated series).

#### Skills Used

CG layout / camera animation, CG character animation

### **Animator / 2D Rough Inbetweener**

Duncan Studio - Pasadena, CA - July 2012 to September 2012

#### Responsibilities

Provided CG character animation on "Wreck-It Ralph: 'Soccer'" (commercial) and traditional hand-drawn inbetweening on "Barney's 'Electric Holiday'" (advertisement short film).

#### Skills Used

CG character animation, traditional hand-drawn inbetweening

### **Animator / 2D Rough Inbetweener**

Duncan Studio - Pasadena, CA - November 2011 to July 2012

#### Responsibilities

Provided CG character animation on "Wreck-It Ralph: 'Vault' and 'GameFly'" (commercials) and "Despicable Me: 'Minion Mayhem'" (theme park attraction). Provided traditional hand-drawn inbetweening on "Barney's 'Electric Holiday'" (advertisement short film).

#### Skills Used

CG character animation, animation fixes, traditional hand-drawn inbetweening

### **CG Animator**

Sprite Animation Studios - El Segundo, CA - June 2011 to August 2011

#### Responsibilities

Provided CG character animation and layout on "Pac-Man and the Ghostly Adventures" (TV animated series).

#### Skills Used

CG layout / camera animation, CG character animation

### **Animator Associate**

Sony Pictures Imageworks - Culver City, CA - January 2011 to March 2011

#### Responsibilities

Provided CG muscle deformations, character and vehicle animation, rotomation, and editing mocap data on "Green Lantern" (feature film).

#### Skills Used

CG rotomation, muscle manipulation / deformations, character animation, vehicle animation, editing mocap data

### **CG Animator**

WayForward Technologies - Santa Clarita, CA - September 2010 to January 2011

#### Responsibilities

Provided CG character animation on "Centipede: Infestation" (Nintendo Wii and 3DS game) and "Happy Feet Two: The Video Game" (Nintendo DS and 3DS game).

#### Skills Used

CG character animation and animation fixes

### **Freelance 3D Generalist**

Zoic Studios - Los Angeles, CA - March 2010 to May 2010

#### Responsibilities

Provided CG layout, character animation, and editing mocap data.

#### Skills Used

CG layout / camera animation, CG character animation, editing mocap data

#### **Art Intern**

Greenhouse Studios - Burbank, CA - April 2009 to October 2009

#### Responsibilities

Provided 2D digital animation, digital coloring, storyboards, and concept art for various projects.

#### Skills Used

2D digital animation, digital coloring, storyboarding, concept art

#### **Intern**

Zoic Studios - Los Angeles, CA - May 2009 to August 2009

#### Responsibilities

Regularly handled delivery errands; performed clerical tasks; assisted artistically on a commercial for "Bones" and clip for "Drop Dead Diva"; provided CG character animation, Flash animation, storyboards, concept art, and sound editing for "Teddy Vs. Gummy", an intern group short film.

#### Skills Used

CG character animation, Flash animation, storyboarding, rotomation, character design, concept art, sound editing, running delivery errands, handling clerical tasks

#### **Animation Intern**

Animation Collective - New York, NY - June 2007 to August 2007

#### Responsibilities

Regularly handled delivery errands; performed clerical tasks; assisted in shading Flash animation for "Kappa Mikey" season 2 (TV animated series); provided concept art and script writing for an intern pitch project.

#### Skills Used

Flash animation shading, script writing, concept art, running delivery errands, handling clerical tasks

#### EDUCATION

#### **Certificate for Advanced Studies in Character Animation**

Animation Mentor - Emeryville, CA

2009 to 2010

#### **BFA in Animation**

Savannah College of Art and Design - Savannah, GA

2004 to 2008