Edward Mann
Animator

Los Angeles, CA - Email me on Indeed: <u>indeed.com/r/Edward-Mann/d9dee52d5a3ee603</u>

Authorized to work in the US for any employer

WORK EXPERIENCE

Animator
Art + Science Labs   -   Los Angeles, CA - August 2014 to January 2015

Animated Characters in Maya
Motion Captured facial acting with FacePlus and MotionBuilder
Created assets for UI and motion graphics

Animator
Justice FX   -   Los Angeles, CA - July 2014 to July 2014

Created keyframed creature animation in Maya for the movie "The Sands"

UI Animator
Lane Street Pictures   -   Los Angeles, CA - March 2014 to April 2014

Animated existing designs using After E ects for use as computer UI elements
composited into live action footage.

Animator
Shaking Earth Digital - October 2013 to December 2013

Rigged and animated 3d characters in Houdini on an unanounced project.

Animator
Side Effects Software - November 2012 to August 2013

Animated characters and props in Houdini from scratch.
Developed cloth simulations with Houdini's cloth.
Fine tuned other people's animations.

Animator
University of Michigan   -   Ann Arbor, MI - May 2009 to December 2009

Animated characters for the web based game, Back Quack, using Illustrator and Flash.
Collaboratively designed project details in weekly meetings.

EDUCATION

Certificate in Character Animation
Animation Mentor
2009 to 2011

Bachelor of Fine Arts in Digital Media
University of Michigan   -   Ann Arbor, MI
2008

LINKS

http://edmannimation.com

ADDITIONAL INFORMATION

Skills
Character animation, motion graphics, 3d generalist, design
3D: Maya, Houdini, Cinema4D
2D: Adobe Illustrator, Adobe Photshop, Adobe After E ects, Adobe Flash