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**Experience / Skills**

- 30 + years of Digital Animation Industry Experience.
- Positions held: Director/ Animation Director / Animation Supervisor / Artistic Director / Story Development / Lead Animator / Scene Setup / Technical Director / Special Effects Director / Lead Modeling & Rigging.
- Software: Maya, XSI, Renderman, V-ray, Mental Ray, Arnold. Adobe Photoshop / Illustrator / Artrage / Manga Studio, After Effects, Premier, Vegas, Nuke, Z-Brush.
- Storyboarding / Illustration / Character Design.
- 17 years Directing.
- Character development for 3D animation in Series and Film.
- Supervision of full-scale animation productions, digital edits and composites utilizing multi-layered live-action & CG elements combined with computer-generated imagery and special effects.
- Writing & developing screenplays & game design documents.
- Four years of experience with traditional animation (cel, drawn, and clay).

**Achievements / Awards**

**2005:** X-Box Asia: Development Prize for "The Lost Continent of Terrapin" Game design (Taiwan) (prize declined).  
**1990:** National Emmy award for Graphic Design: Superbowl XXIV Open - CBS Sports - National Academy of Television Arts and Sciences.  
**1987:** BDA award for Best Design for an Industrial Promo: Broadcast Designers Association - Vertigo Technology Demo Reel. (Co-Design)  
**1989:** selected as one of North America's "Top Videographic Artists" - Videography Magazine (March issue "Video Visionaries").  
**1988:** Cover Design for BPME Magazine's Computer Animation issue.  
**1987:** Cover design for Millimeter Magazine's SIGGRAPH animation issue.  
**1986:** Created Canada's first digitally created postage stamp celebrating the 50<sup>th</sup>. Anniversary of the CBC. **1985:** Fine Art Exhibition at the Burnaby Art Gallery (Vancouver)

**History****Mar 2016 - Current****Leap Creative****Managing Director, Animation Division**

Duties: Digital Animation for Leap Creative

Recent Work: 2D episodic infotainment series for the CDSBC. Motion graphic explainer for Merc Canada 'Biosimilars'.

Motion Graphic Explainer video for COTBC (College of Occupational Therapists of BC). Animated Graphics for Indigenous Achievement Awards (BC).

Roles in current productions: Occasionally directing an outsource team in Shanghai on large projects, while soloing smaller projects utilizing the Adobe CC Creative suite.

Jan 2006 – 2015

**Wuhan Digital Media Director / Producer**

**Co-Writer / Director** of 'Baza Baza', an animated sci-fi adventure series for kids ages 8-12 for the Chinese and International markets. Co-Director in WDM's 'Pig Bodi' a 24 episode 3D cartoon series for kids aged 6-10  
**Director Producer** for outsource film animation, special effects, character animation for series, and FX and animation for American television commercials for various US Clients Including :FX : 'Trippin' : Camp Motion Pictures, Hollywood USA. Character Animation: 'I Want Your Money', and 'Time Travel Academy' : So! Animation NY, FX & Animation: 5 Commercials: Lava Studios Miami FL. USA.

Writer / Director of screenplay for 7 Celsius – producing and directing the movie trailer

Responsible for overseeing and directing major animation and art projects produced by the company

**Associate Professor – Hua Zhong Normal University**

Main Duties: Presentations and Lectures on Animation and the Animation Industry.

Presenting lectures on animation at major Universities in Wuhan and throughout China.

Client References: Edward Peghin (323) 286-5716, Robert Kirkpatrick (305) 860-9909, Rob Cazin rob@so-animation.com (305) 912-2919

Jan 2005 – Nov 2005

**Oxford College of Interactive Arts**

987 Granville St. Vancouver, BC. Canada

**Head Instructor**

Head Instructor – Maya 1, Maya 2, Maya 3 Character Design, Classical Animation

Jan -2002 - 2005

**Dimension-X Entertainment**

Vancouver, BC. Canada

**Managing Director / Animation Director / Partner**

Duties: Responsible for managing and directing teams of modelers / animators in the production of service animation and modeling contracts for interactive computer games and interfacing with clients.

Also: game play character animation, polygonal modeling – digital hair setup & rigging Clients

– Inlight Entertainment – Disney Interactive – Amaze Entertainment

Games: Disney / Pixar 'Finding Nemo' – 'Digimon' – Disney's 'Royal Horse Show'.

Developing gaming and feature film properties

May – Dec 2004

**Freelance**

**Director / Editor**– 'Rifts' - *Movie for Game*. Responsible for managing and directing a remote team of 3D modelers & animators in the production of a service animation contract for an animated movie showcasing Nokia's new 'Rifts' game for E3 . – *Maya – After Effects* Ref Contact: Edward Peghin 323-286-5716

**Freelance** – gameplay models for Atomic Betty (Atomic Cartoons) (Edward Peghin)

August 2002 – 2003

**College of Interactive Arts**

Vancouver, BC. Canada

**Head Instructor**

Dean of Instructors responsible for Instruction staff and college curriculum & development

Instructor – Maya

Oct. 2001 to June 2002

**BARDEL ENTERTAINMENT INC.** Vancouver, BC Canada

**Director**

Games: Buzz Lightyear Grades 1,2, &3, plus Winnie the Pooh 'A Story With No Tail'

Duties: Directing a team of 28 Animators on a continuation of the successful Buzz Lightyear Learning Series for Disney Interactive. Storyboarding / scene setup & Animation Direction, some Lead Animation. *Maya / After Effects*

July / August '01

**BARDEL ENTERTAINMENT INC.** Vancouver, BC Canada

**Lead Animator & Technical**

'Zoogs' Disney Channel characters for U.S. television.

Character animation utilizing Maya and Cambrige Animation's 'Inkworks'

-Coordinating production workflow and TD and Direction from InLight / Disney Interactive.

-*Maya & 'Toon' shader.*

'99 – '01

**INTELLISCAPE INTERACTIVE INC.**

201-1111 Homer St. Vancouver, BC Canada V6B 2Y1

**Director : Artistic / Animation**

Disney Interactive title - "Buzz Lightyear Learning Grade 1"

Duties included modeling and animating samples on spec, storyboarding, hiring, directing and supervising a team of animators, setting up and designing scenes for animation, supervising final composites, and coordinating the animation team with programming and Disney Interactive. *-Maya / After Effects.*

'98 '99

**SIRIUS ANIMATION INC.**

Suite 101, 1020 Mainland ST. Vancouver, BC, Canada

**3D Animation Director**

Computer animation series development: The Elf King.

Character and set design / directing animation / animating. *-Maya / Photoshop / After Effects*

'99 (Freelance)

**ELECTRONIC ARTS CANADA INC.**

4330 Sanderson Way, Burnaby, BC, Canada V5G 4X1

**Contract Animation and Consulting**

Computer character animation utilizing motion capture data.

Computer imagery for magazine promotion of the game. *-Maya*

'98

**PUSH TECHNOLOGIES INC.**

Suite 520, 1000 8th. Ave. Southwest, Calgary Alberta, Canada T2P 3M7

**3D Animation, Design, and Consultation**

- 3D Animation and Modeling featuring caricatures of well known Hollywood stars combined with live action and proprietary software for a four minute demo showcasing the company's proprietary entertainment technology. - *Maya, Premiere, Photoshop, AfterFX.*

'96 to '98

**MOTION WORKS GROUP LIMITED**

Suite 130, 1020 Mainland Street, Vancouver, BC Canada V6B 2T4

**Animation Director**

Animation Director credit for a science fiction feature involving over 100 digitally generated special effects shots combined with live action footage.

Task assignment, project management, creative direction for all shots up to first approval stage.

Interfacing between the Director, Project Coordinator and the 3D animation crew. Storyboarding the 3D special effects sequences.

Space ship and 'Creature' design Animation and modeling.

Coordinating and animating various television commercial spots.

*Alias/Wavefront Power Animator for composite with live action in Flame / Photoshop.*

'96 to '97

**VANCOUVER FILM SCHOOL**

420 Homer Street, Vancouver, BC Canada V6B 2V5

**School Structure & Curriculum Consultant** Feb-'95 – Grahame Gish (Chairman)

3D Animation Program development (Jan-March '96)

**Alias / Wavefront instructor** - 3D Animation Program

Course Development (Aug '96 - Feb '97)

Alias / Wavefront Instruction (Aug '96 - Feb '97)

95 to '96

**RADICAL ENTERTAINMENT**

1052 Homer Street, Vancouver, BC Canada V6B 2W9

**Team NIS Director**

Character concept / development and design for gameplay and movie sequences.

Script development and Storyboarding.

Modeling, Character Design, Lighting, and Animation choreography.

*Alias / Wavefront Power Animator, 3D Studio, Max, Softimage, Photoshop, D-Paint.*

'92 to '94

**TELEPOST FILM & VIDEO**

25 East Second Avenue, Vancouver, BC Canada V5T 1B3 **Director:**

**3D Animation Dept.**

Designed and executed graphics, storyboards and animations for video production clients.

Supervised blue screen live action shoots for composite with 3D generated environments. *Softimage,*

*PC based paint programs.*

'86 to '92

**LIMELITE VIDEO** – Contact: Robert Kirkpatrick (305) 860-9909 (now with Lava Studio, Miami)

7355 Northwest 41st Street, Miami / Florida USA 33166

**Director: 3D Animation Dept.** - Limelite Design Group

Developed the company's computer animation department from its inception in 1986.

Developed concepts and storyboards with clients.

Storyboarded and directed animations.

Extensive experience combining 3D animation and effects with Quantel's Paintbox / Harry.

Extensive experience combining 3D animation and effects with live action digital video footage.

Worked with one of the first fully digital edit suites designed to interface with 8 to 10 D-1 tape machines: Sony's first major D-1 beta site.

Trained and assigned tasks to new employees in the field of 3D graphics and animation.

**LIMELITE VIDEO (cont.)**

Attended various networking conferences.

Recommended hardware and software purchases.

*Wavefront, Renderman, Waveman, Vertigo, Paintbox / Harry, K-scope.*

Clients for television commercials, opens, and events included: CBS Sports NY, NBC Sports NY, ESPN, McCann Erickson NY, BBDO Miami, BBDO Mexico, Coke, Texaco, Pepsi, Nike, Chevrolet, Cadillac, Exxon, Sprite, Gloria Estivan, GM Brazil and more.

'84 to '86

**VERTIGO SYSTEMS INTERNATIONAL**

119 West Pender St., Vancouver, BC Canada

**Senior Animator / Designer**

Produced commercial animation utilizing emerging versions of Vertigo software.

Tested, evaluated and utilized new software as it emerged from a primitive "C"-like keyboard interface to a sophisticated menu driven visual interface.

Developed concepts and storyboards with clients; executed animation productions.

Creative development and production of animations designed to showcase Vertigo's current software and hardware

Trained client animators and provided in-depth demos for prospective customers.

Co-Created Canada's first digitally created postage stamp commemorating the 50<sup>th</sup> Anniversary of the CBC

'85

- Fine Art Exhibited at the Burnaby Art Gallery Vancouver

- Digital work exhibited in a show focused on 'The New Digital Media'

'84

**CBC BRITISH COLUMBIA**

700 Hamilton St., Vancouver, BC Canada

**Graphic Designer / Illustrator**

Graphic design for various television programs - live news broadcasts and regular network programming. Illustration for billboard and magazine advertising.

**Education**

'80 to '84

**EMILY CARR COLLEGE OF ART AND DESIGN**

1399 Johnston St., Vancouver, BC Canada

**Bachelor Fine Arts** (equiv.) – Majors: Film / Video / Animation.

Classical Animation: four years

Crossover in Graphic Design / Photography / Sculpture / Painting / Drawing.

Wrote, directed, and animated sequences for a short independent film ('Ronnie Goes to War').

Assistant Editor for "The Deserter" (feature film)

Selected for Graduate Awards Exhibition

'78 to '80

**(Freelance)**

Fine Arts – Painting

Commercial Graphic Design / Illustration

Demo Reel and Visual Portfolio available upon request.