



JASON DONNELLY - ANIMATOR PREVIS

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www.RGBnation.com

ARTISTIC PROFILE

3D animator and previs artist seeking a challenging and creative atmosphere with other artistic talents in the entertainment industry. Team player and efficient communicator with a creative eye and an ability to work with complex problems within tight timeframes.



SKILLS PROFILE

Software Packages Summary

Maya
3D Studio Max
After Effects
Photoshop
The Setup Machine 2

Technical and Traditional Skills

Illustration
Storyboarding
Photography
Videography

EMPLOYMENT HISTORY

Gradient FX, Marina Del Rey, CA
Animator/Previz

Feb 2010 - Feb 2010

- Lip synch and eye animation for CG cat face for compositing into live action plate for an Austrian commercial

Shade VFX, Venice, CA
Animator/Previz

Jul 2009 - Jan 2010

- Previs, set up and animation for Discovery Channel as well as nationwide tv commercials. Responsible for layout, camera and character animation from the previs stage to final.

Gradient FX, Marina Del Rey, CA
Animator/Previz

Apr 2009 - Jul 2009

- Camera setup, staging, composition and choreography from written and storyboards
- Animation of humans and winged creatures as well as hand keyed effects.
- Worked side by side with all departments to ensure creation of all elements and delivery of final project where constant communication and style consistency was key.

Cinevision, Los Angeles, CA
Animator

Apr 2009 - Apr 2009

- Animation of quadrupeds for the indie film "El Dorado".
- Hand tracked 3D elements for integration into live action plates.

Technicolor, Burbank, CA
Animator

Jan 2009 - Mar 2009

- Cartoon style animation of creatures and humans on various game related cinematics.

Luma Pictures, Venice, CA
Animator

Aug 2006 - Dec 2006

- Animation of crocodile for Touchstone's "Primeval".
- Hand tracking and animation of various elements for Mel Gibson's "Apocalypto".

Gork Enterprises, San Fernando, CA
Maya Generalist

Feb 2005 - Aug 2006

- Design, storyboard for fully animated DVD and Blu-Ray menus.
- Responsible for all aspects of 3D from creation of elements to final render and compositing.

Military Experience U.S. Army
Radio/COMSEC technician

Oct 1995 to Oct 2003

- Received "SECRET" security clearance by the U.S. Government.
- Worked in a team environment where strong communication skills and the ability to lead were paramount.

EDUCATION

Bachelor of Fine Arts (B.F.A.)
Majoring in *Time Based Media*
and *Animation*

Columbus College of Art & Design
2004

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