

BRYCEERICKSON

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OBJECTIVE: 3D Animator working with others to create great animation and loved characters.

EXPERIENCE:

Brain Zoo Studios – Van Nuys, CA August 2006 – Present (off and on)

Character Animator

- Animated 3D scenes for various clients consisting of video game cinematics & commercials using Maya.

California Institute of the Arts - Valencia, CA September 2005 – May 2007

Animation Instructor

- Taught 2nd year character animation class in Maya software.

Omotion Studios - San Clemente, CA March 2005 – June 2005

Character Animator

- Animated 3D scenes for “Barnyard” Feature release using XSI software.

Double Edge Digital - Glendale, CA January 2005 – February 2005

Character Animator

- Animated 3D scenes for Discovery Channel’s - “Battleground: The Art Of War - Waterloo” using Maya.

DigiViz 3D – Newhall, CA November 2002 – Present

Owner / 3D Animator

- Create 3D forensic animation for a variety of clients. Includes using all general areas of Maya.
- Also includes running business aspects of marketing, invoicing, and delivery of product.

DreamWorks Feature Animation, Glendale, CA July 1997 – April 2003

Character Rough Inbetweener (assistant animator)

- Animated Spirit in scenes assigned to me.
- Assisted EFX animators on “*Prince of Egypt*,” “*The Road to Eldorado*,” “*Spirit*” and “*Sinbad*”

SOFTWARE EXPERIENCE:

- Maya
- Photoshop
- Flash MX
- SoftImage XSI
- Premier
- UNIX

QUALIFICATIONS:

Seasoned history of practicing the craft of animation incorporating a good sensibility for acting and storytelling. Also, an acute understanding of animation mechanics. Ability to teach and inspire others. Get along well in a production environment. Talented and self-motivated with a good work ethic. An asset to any animation production crew and a person possessing high integrity, talent, and flexibility.

EDUCATION:

California Institute of the Arts, Valencia, CA
BFA in Character Animation, December 1997.

DreamWorks Animation, Glendale, CA
Maya training, September 1999.

Gnomon, Los Angeles, CA
Full Maya DVD training series. Sept. 2003-Feb. ‘04

College of the Canyons, Valencia, CA
Maya I, II, III, September – December 2001.

Studio Arts, Los Angeles, CA
Maya character animation training, January 2003.

Arizona State University, Tempe, AZ
Drawing Major, 1993-1995

PERSONAL INTERESTS:

- Guitar / songwriting
- Mountain Biking
- Fishing
- Golf
- Real Estate Investing
- Independent Film Making

⊗ References Available Upon Request ⊗