

Jonathan Pitcher

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Skills

- 5 years full time animating
- 3 years modeling, lighting, rigging, texturing, storyboarding, animating
- 3 years studying concept drawing with 2 years of life drawing

Software Knowledge

- Maya, Photoshop, Illustrator, After Effects

Work Experience

Avalanche Software (Disney Interactive)

2007-Present: Animator

- responsible for animation of lead character (Penny) and 3 levels of other lead (Bolt) in Bolt game
- animated Bolt cinematics involving Penny, Bolt, and Calico (villain)
- animated motions and cinematics for Hanna Montana for the Hanna Montana World Tour game
- responsible for two enemies and some lead character motions for current project
- participated in an animation class and studied *Animation Crash Course* by Eric Goldberg

Waterford Research Institute

2004-2007: Animator

- animated eleven animal characters for movie clips and music videos
- developed an understanding of motion, acting, timing, weight and character personality
- animated shorts to test rigs, weighting, facial controls, animal traits, and personalities of characters
- helped establish movements, attitudes, and expressions unique to each animal character

2003-2004: Animation Study

- self taught animator through study and application
- studied and applied the principles of animation books such as: *The Illusion of Life*, by Frank and Ollie Johnson, *The Animator's Survival Kit*, by Richard Williams, *Timing for Animation*, by John Haalas and Harold Whitaker, *Acting for Animators*, by Ed Hooks and over 60 other inspiring animation books and tutorials
- animated acting clips and motion tests to learn character animation
- secured a position on the animation team

2000-2003: 3d Artist

- hired at Waterford as a 3D artist to create CG music videos and animations for interactive games
- completed animation, modeling, lighting, rigging and camera work for these productions
- was involved in design, brainstorming and storyboarding for the animated songs and activities
- taught Maya classes to artists
- participated in life drawing class once a week

Education

- BFA from Utah State University in 2000
- 2+ years learning 3D animation in Maya

References

- view references at <http://www.linkedin.com/in/duckdodgers> (click on "View Full Profile")
- other references available upon request