

# Frank Abney

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**Objective** Continue to bring Characters to life through Animation

## SKILLS

- Maya, Photoshop, Illustrator, After Effects
- Excellent Acting and Life drawing skills
- Strong attention to detail and highly organized
- Good communication skills; Team Player

## EDUCATION

Animation Mentor Emeryville, California  
*Diploma in Advanced Studies in Character Animation* 9/2008- Present  
Class 1 Mentor: Victor Navone  
Class 2 Mentor: Peter Kelly  
Class 3 Mentor: Mike Belzer  
Class 4 Mentor: Bret Parker  
Class 5 Mentor: Nick Bruno

The Art Institute of California San Francisco, California  
*Bachelor of Science in Media Arts & Animation* 6/2008

## EXPERIENCE

- 7/2008 – 4/2009 Electrotank Inc, Foster City CA  
**3D Artist**
  - Character creation and animation
- 2/2008 – 5/2008 MoCap Latte, Irvine CA  
**Character Modeler**
  - Created character models to seamlessly match director's original characters and visions
- 10/2007 - 3/2008 Project Sci-Fi Channel, New York, NY  
The Art Institute of California – San Francisco, School Project  
**Animation Supervisor for TV spot**
  - Supervised and checked off animation as well as animating
  - Modeled & textured characters and props to be rigged
  - Rigged character to be animated
- 7/2007 - 9/2007 Project 3650 (for a global warming piece), San Francisco  
The Art Institute of California – San Francisco School Project  
**Technical Director**
  - Animated character and vehicle in 3d for reference
  - Animated characters and vehicle in 2d
  - Created a hummer in 3d to animate