

## Rich Ferrando

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**Objective:** To breathe life into animated characters and create compelling performances while affecting the audience on an emotional level.

### Skills and Software:

- Software Experience: Maya 8.5, Lightwave 3D, Photoshop, Commotion Pro, Final Cut Studio
- Operating Systems – Windows XP, Mac OS X, Sun Solaris, Linux

### Animation Experience:

June 2009-Present      *Sleepy Time Pals* - Sleepy Time Pals Productions LLC      Los Angeles, CA

#### Character Animator – Freelance (Unpaid)

- Responsible for completing character-based animation shots on a spec Pilot for an animated / live action television show.
- Duties include extensive planning and thumbnailing, blocking, and polishing of physical action and lip sync.
- Working with a team of 8 animators, collaborating, and creating performances in accordance with the Director's vision.

July-August 2008      Short Film *Lights Out* - Project Twenty1 / PegBar Productions

#### Character Animator

- Responsible for completing character-based animation shots for 21-day film competition.
- Produced Thumbnails, Blocking, Refining, and Polishing of character and prop animation using pre-built models.
- Worked with a team of 7 animators and collaborated to ensure good hook-ups between shots and consistent performance.
- 12-seconds of physicality-intensive footage completed under a two-week deadline.

### Employment History:

October 2005–Present      Global Digital Media Xchange / Warner Bros.      Los Angeles, CA

#### Video Compressionist – Video-On-Demand

- Compression / encoding of film and television series from studios for On-Demand, Streaming Internet video, and other applications.
- Provide technical assistance as needed to other departments, as well as troubleshooting computers, decks, and routing problems.

Feb. 2002–Sep. 2005      Birdling Brains LLC      Royal Oak, MI

#### Freelance Film / Video Production and Post – Self-Employed

- Performed freelance production duties for TV, films, and commercials, including compositing, rotoscoping, and other effects work.

June 2003–August 2005      Landmark's Main Art Theatre      Royal Oak, MI

#### Lead Projectionist (Film & Video) / First Assistant Manager

- Responsible for 35mm film projection; film reel building and breaking; projection equipment installation, maintenance, and repair; and video projector setup for theatre rentals.
- Processed payroll and staff scheduling; projection; computer support and troubleshooting; customer service.

### Education:

Jul. 2007– Dec. 2008      **AnimationMentor.com**

- Diploma - Advanced Studies in Character Animation.
- Mentored By:
  - Sean McLaughlin – Ringling School of Art & Design (Formerly at Dreamworks Animation)
  - Brian Mendenhall – Tippett Studios
  - Mark Behm – Valve (Formerly at PDI/Dreamworks)
  - Dave Burgess – Dreamworks Animation
  - Kenny Roy – Arconyx Animation Studios
  - Greg Whittaker – Dreamworks Animation

Sep. 1998–Dec. 2000      Wayne State University      Detroit, MI

- Major in Film Studies.