

Tom O. Narey, Jr.

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OBJECTIVE

- To gain a position as an Animator

PROFESSIONAL EXPERIENCE

Incinerator Studios, Carlsbad, CA

Oct 2008 – Jul 2009

Character Animator

- Facial rigged and animated characters for use in game and cinematics on Pixar's CARS

The Third Floor, Los Angeles, CA

Apr 2008 – Jun 2008

CG Generalist

- Created objects, characters, and environments for 'Command & Conquer: Red Alert' cinematic
- Animated characters and vehicles

Disney Imagineering, Glendale, CA

Oct 2007 – Feb 2008

CG Generalist

- Created objects, characters, and environments for multiple upcoming Disney projects
- Animated characters for use in upcoming attractions

Sony Imageworks, Culver City, CA

Aug 2007 – Sep 2007

Previs artist

- Animated characters for use in G-force feature pre-production
- Modeled, textured background objects

Sway Studios, Culver City, CA

Jul 2007 – Aug 2007

3D Artist

- Modeled and textured background objects and a character for an automotive TV commercial

Golden Era Productions, Hemet, CA

Mar 2007 – Jul 2007

3D Animator

- Camera matching, modeling and lighting of scenes for various corporate films

Brain Zoo, Van Nuys, CA

Oct 2006 – Nov 2006

3D Animator

- Animated characters and vehicle mechs for Lost Planet trailer

Sony Computer Entertainment America, Inc., Del Mar, CA

Apr 2005 – Jun 2006

3D Animator

- Animated character lip-synch and expressions over motion capture
- Clean up of motion capture

Brain Zoo, Van Nuys, CA

Jun 2004 – Feb 2005

3D Artist

- Modeled, textured and animated various characters and background objects
- Set up scenes for both television commercials and game cinematics
- Composited characters and effects within scenes

Point of View, Inc., Irvine, CA

Dec 1999 – Jan 2004

3D Animator

- Primarily responsible to model, skin, and animate characters and objects used in the video games
- Created IK rigs for character and object animation
- Took over duties in directing and processing motion capture for POV's sister company Motionocity
- Hand keyed lip synch and facial emotion for a variety of characters

FEATURE FILM CREDITS

- *G-force* (Sony Imageworks/Persistence of Vision) **Aug 2007 - Sept 2007**

TELEVISION CREDITS

- *Lexus Commercial* (Sway Studio) **Jul 2007 - Aug 2007**
- *Jade: Girls Gone Wired* (Midway) **Dec 2004 – Jan 2005**

GAME CINEMATIC CREDITS

- *Cars* (Pixar) **Oct 2008 -- Jul 2009**
- *Command & Conquer: Red Alert* (EA) **Apr 2008 – Jun 2008**
- *Lost Planet: Extreme Condition* (Capcom) **Oct 2006 – Nov 2006**
- *NBA Shootout 2007* (SCEA) **Jan 2006 – Jun 2006**
- *NBA Shootout 2007: The Life, Chapter 2* (SCEA) **Sep 2005 – Jun 2006**
- *NBA Shootout 2006* (SCEA) **Apr 2005 – Aug 2005**
- *Blitz Unleashed* (Midway) **Jan 2005 – Feb 2005**
- *Darkwatch* (Sammy Studios) **Oct 2004 – Nov 2004**
- *Prince of Persia 2* (Ubi Soft) **Sep 2004 – Oct 2004**
- *Shark Tale* (Dreamworks) **Jul 2004 – Aug 2004**
- *Medal of Honor: Pacific Assault* (Electronic Arts) **Jun 2004 – Jul 2004**

VIDEO GAME CREDITS

- *Spawn: Armageddon* (Namco)
- *Scorpion King: Rise of the Akkadian* (Universal)
- *Deuce* (Point of View,Cancelled)
- *Ready to Rumble: Celebrity Boxing* (Midway, Cancelled)
- *Ready 2 Rumble: Round Two* (Midway)

SKILLS

<ul style="list-style-type: none">▪ 3D Studio Max▪ Maya▪ Photoshop	<ul style="list-style-type: none">▪ After Effects▪ Premier▪ Motion Builder	<ul style="list-style-type: none">▪ Painter▪ Digicel▪ Combustion
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EDUCATION

California State University Northridge, Northridge, CA

Spring 1999

- Bachelor of Arts