

JEFFREY LEE

CHARACTER ANIMATOR

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JEFFREALLY.COM

EXPERIENCE:

AFTER EFFECTS CHARACTER ANIMATOR (Freelance) 6/10

Hatchback Studios - Brooklyn, NY

Captain Kablooney's Boom-Bastic-Bonanza (Sony Playstation Home Commercial)

+Designed and animated 9 different characters within a 12 day deadline.

CHARACTER ILLUSTRATOR (Freelance) 4/10

CH Animation & CollegeHumor.com

Iron Man 2 Alternate Takes

+Assisted with character designs and illustrations.

3D CHARACTER ANIMATOR 06/09 - 3/10

2K Games & Visual Concepts Entertainment - Novato, CA

NBA 2K10, NBA 2K11, MLB 2K10 (VG)

+ Capturing realism by animating professional player's nuances and trademark moves.

+ Mastered the technique of animating human motion by observing physics, subtleties and timing.

MOTION CAPTURE TECHNICAL DIRECTOR / ANIMATOR (Project) 04/09 - 06/09

ImageMovers Digital LLC & Walt Disney Company - Novato, CA

A Christmas Carol (2009)

+ Reanimating over motion capture data to fit with final scene layout.

+ Designing final set layout to capture the director's imagery.

3D ANIMATOR 07/08 - 04/09

PhaseSpace Motion Capture Inc - San Leandro, CA

Hannah Montana: Rock Out the Show (VG)

All Star Cheer Squad 2: Around the World (VG)

+ Providing management with mo-cap system to insure steady production.

+ Polishing motion capture data & animation.

EDUCATION:

BACHELOR OF FINE ARTS IN ANIMATION

Academy of Art University - San Francisco CA, Graduated 12/07

+ Accepted into Pixar Class.

Instructors: Stephen Gregory and Andrew Beall of Pixar Animation Studio

HIGHLIGHTS:

Highly proficient in Autodesk Maya, Autodesk MotionBuilder, Adobe Photoshop, Adobe After Effects, Adobe Premier and Final Cut Pro.

Intermediate knowledge in Adobe Dreamweaver, Flash, Illustrator and Corel Painter.

Proficient at Character Rigging, Motion Capture and Maquette Sculpting.