

Ian Townsend  
3D Animation Generalist  
ITanimates.com  
(310) 893 – 4379  
ITanim@Gmail.com

### Skills:

Very fast and proficient. A natural eye for subtle expression, action/reaction, and weight mechanics. Experienced in both team and individual situations. Problem solve, and effectively adapt under high pressure and technical situations. Skilled in all aspects of 3D. Have mastered Maya's programming language "Mel" and expressions, The unreal engine's "Kismet", Javascript and Actionscript, plus HTML. Which portrays my passion to learn, beyond what is expected of me. My Scholastic knowledge is with Maya and 3D Max, After Effects, Photoshop, both 3D and hand drawn animation, figure drawing.

### Experience:

#### **Engine Room - Hollywood**

May 2009 – July, 2009

*Freelance Generalist (Maya)*

Movie: "Wizards of Waverly Place: The Stone of Dreams"

- Problem Solving, Mel Scripting Expressions and Dynamics
- Contributed to the rest of the team by passing on helpful scripts
- Stone bridge, formation collapse without particles
- Maya Fluids - Dust

#### **Rhyth & Hues – Los Angeles**

November 2008 – April, 2009

*Long-Term Contracted Technical Animator (Maya)*

Movie: "A Night at the Museum 2"

- Dynamic Simulation – Cloth and Soft body, Collision Detection

#### **Zoic – Culver City**

9 days 5 shots 2008

*Freelance Animator (Maya)*

Television: "Fringe – The Dreamscape"

- Technical Animation - Developed several varieties of Mel scripts for animating thousands of objects in an extremely short deadline.
- Swarming, killer Butterflies, attacking a live action character

#### **Kachew - Hollywood**

March 2007

*Freelance Animator (Maya)*

Commercial: "Campbells Soup"

- Character Animation, Rigging

**Famous Group – Culver City**

**Quiet Man – New York, NY**

**(worked from home in Los Angeles)**

October 2007 – January, 2008

*Freelance Animator (Maya)*

Commercials: “Dairy Queen”

- Voice Sync Animated Big Red Lips

**Ember – Venice, CA**

June – August, 2007

*Freelance Animator (Maya)*

VH1 Music Awards

- Expressions And Scripting swarm of icons

**LookEffects - Hollywood, CA**

October – November, 2006

*Freelance Animator (Maya)*

Feature Film: “Next”

- Animated Wagons Tumbling over hill
- Animated & dynamics: debris, wheels and barrels tumbling
- Dynamics: Canvas on wagon and a chain.

**Stardust - Santa Monica, CA**

*Freelance Animator (Maya)*

April, 2007

Commercial: Panasonic - “Speed”

- Animated two Raptors.
- Animated Three Dolphins
- Animated a Cheetah
- All within three weeks including rigging texturing and td for dolphin wake.

September, 2006

Commercial: New York Stock Exchange - “Titliest”

- Animated golfer.

November – December, 2005

Commercial: Nissan - “Glide”

- Animated the hero paper airplane.
- Created particle field flight stream for swarm of friend planes.

Commercial: Nissan - “Soar”

- Animated the Hero bird in flight and three friend birds.

**Imaginary Forces, CA**

May 2005

*Freelance Animator (Maya)*

Commercial: Samsung – “Stripes”

- Character Animation: a high diver, a high jumper, and a swimmer.

## **Transistor Studios – Venice, CA**

June - July , 2006

*Freelance Animator (Maya)*

### Commercials: “Dairy Queen”

- Voice Sync Animated Big Red Lips

January – February, 2006

### Commercial: EA Sports – “Fight Night Round 3”

- Animated the boxer in rowboat, facial animation, Gaining balance in rocking boat.
- Animated the model on the rope ladder.
- Animated 20 individual swarming bees.
- Created particle field swarm for further away shots.

## **Spark Unlimited - Sherman Oaks, CA**

June - October 2005

*Junior Animator (Maya)*

### Videogame: “Title Not Yet Released”

- Maya Character animation with an emphasis on Mel scripting, and Kismet.
- Animated a wide variety of creatures, size, shape, and mobility.
- Learned the Unreal engine’s logic system “kismet”, and utilized it’s physics capabilities
- to create an array of dynamic scenes. Then gave tutorials to the other animators.

## **Electronic Arts Los Angeles, CA**

February 2007

*Freelance Animator (Maya)*

### Videogame: “Steven Spielberg project - LMNO”

- Character Animation

January – April, 2005

*Animator (Maya)*

### Videogame: “Medal of Honor: European Assault”

- Videogame pipeline and integration experience
- In game sequences, where the player is given direction by non-playable character.
- Special events, such as a character jumping a trench.
- A.I. animations, including hit reactions, turnarounds, and tower falls.

## **Treyarch - Santa Monica, CA**

May – July, 2004

*Animator (3D Max)*

### Videogame: Unreleased - “Dead Rush”

- Quadruped monster and zombies crawling across the top and sides of vehicles.
- In charge of hero animations entering and exiting vehicles.

## Education:

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|--|-------------|
| <b>Otis College of Art and Design - Los Angeles, CA</b>    | 9/02 – 5/05 |
| Bachelors Degree in Digital Media – 3D Character Animation |             |
| <b>San Francisco State University - San Francisco, CA</b>  | 8/01 – 6/02 |
| Majoring in Cinema and Animation                           |             |
| <b>Santa Rosa Junior College - Santa Rosa, CA</b>          | 8/98 – 5/01 |
| Graduated – AA   |             |

*updated 07-22-09*