

Ian Townsend

3D Generalist
ITanimates.com
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Skills:

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

Experience:

Trailer Park - Hollywood

September 2009 - Present

CG Generalist

- Managing CG projects, evaluating time-lines, managing conceptual designs for CG compositions for print ads such as video game covers, billboards, movie posters and websites.
- CG requirements include animation, rigging, and lighting.

Movies:

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

Rhythm & 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

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.

Commercials:

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

October 2007 - December 2009

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

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.

Video Games:

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:

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

updated 07-13-10