

# OZ GANI CHARACTER ANIMATOR

415 847 3576  
ozy\_g@hotmail.com  
www.eyeforatooth.com

## [resume]

Passionate character animator with experience working on feature film titles and current generation video game titles. Strong sense for action and combat weight and timing. Excellent draftsman skills for planning and communicating complex animations. Seeking position with a talented and inspired creative team. Available for full time employment.

## [skills]

Action Animation(creature + human), Acting in Animation, Storyboarding and Layout, Character Design, Character Rigging, Character Modelling. Environment Modelling

## [experience]

Feb 2009 - Present

**ANIMATOR, ImageMovers Digital Novato, CA**

*"A Christmas Carol"*  
*"Mars Needs Moms!"*

Animator on Disney feature films utilizing IMD's state of the art performance capture technology. Responsibilities involved enhancing actors' performances caught on the motion capture stage and full body keyframe animation for shots that cannot be captured for actors and creatures. This position required a strong grasp of technical animation.

Sep 2007 - Sep 2008

**LEAD ANIMATOR, Factor 5, LLC San Rafael, CA**

*"Unannounced Title 2"*

Lead Animator on a exclusive team assigned to develop an unannounced game. Responsibilities included animation direction and design, scheduling work for up to 6 animators, storyboarding and collaboration with Leads in other disciplines: Game Design, Programming and Concept Art. Implementation of complex character movement was discussed on a daily basis with programmers. I introduced Previzualization to the design/code/animation pipeline to help visually understand gameplay concepts before jumping into lengthy expensive processes. Other responsibilities was to evaluate animation tools and technology for the animation department and the project. Frequent meetings were held with Head of Tools Technology to plan different avenues to keep Factor 5's animation division at current and future standards.

Sep 2008 - Dec 2008  
Sep 2005 - Sep 2007

**ANIMATOR, Factor 5, LLC San Rafael, CA**

*"Lair"*  
*"Unannounced Title 1"*

Responsibilities on "Lair" and "Lair: Downloadable Content" was designing, animating and staging action sequences involving dragon on dragon combat, knights and beasts of burden for in-game animation and cutscenes. Was trusted with animating 2 key boss battle playable cinematic sequences.

## [education]

Sep 2001 - Aug 2006

**BFA in Visual Effects & Animation Academy of Art University**

Notable Classes : Advanced Animation 2 & 3, Matchmoving, Particle Animation, Advanced Compositing, Senior Collaborative.

## [software]

Autodesk Maya, Adobe Photoshop, Adobe After Effect  
**[ REFERENCES AVAILABLE UPON REQUEST ]**