

OZ GANI CHARACTER ANIMATOR

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[resume]

Passionate character animator with strong communication skills and excellent draftsmanship. Experience working on feature films and video games. Seeking position with a talented and inspired creative team.

[skills]

Animation with emphasis on realism and timing; storyboarding; character design; graphic design; character rigging and modelling.

Software : Maya, Photoshop, After Effects

[experience]

Jan 2011 - Mar 2011
(Projected dates)

ANIMATOR, Sony Imageworks Culver City, CA

"Green Lantern" (2011)

Animator on Warner Bros / DC Comics feature directed by Martin Campbell.

Feb 2009 - Oct 2010

ANIMATOR, ImageMovers Digital Novato, CA

"A Christmas Carol", "Mars Needs Moms!", "Yellow Submarine"

Animator on Disney feature films utilizing IMD's 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 a company flagship title. 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.

Evaluation of 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" and "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 Courses, Matchmoving, Particle Animation, Advanced Compositing, Senior Collaborative.