

CHRISTOPHER SILVA

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OBJECTIVE: To obtain a character animation position in a work environment that encourages creative independence, teamwork, and offers opportunities for advancement.

WORK EXPERIENCE:

December 2008- November 2009 Rhythm and Hues Studios Los Angeles, California

Technical Animation TD

“Alvin and the Chipmunks: The Squeakuel” (December 2009)

“Aliens in the Attic” (July 2009)

“Land of the Lost” (July 2009)

“Night of the Museum: Battle of the Smithsonian” (May 2009)

- Evaluate and enhance animation for proper skin and fur appearance
- Modify fur and cloth movement through simulation and other methods
- Present work for daily critiques and make requested changes for quick, efficient shot turn-arounds

August 2008-December 2008 Paleo Entertainment San Diego, California

Character Animator

“Merchants of Brooklyn” (December 2009)

- Animated characters, creatures, and props/vehicles/weapons for in-game sequences.
- Animated characters for in-game cinematic cut-scenes.

EDUCATION:

July 2009-Current Special Studies in Character Animation
Animation Mentor: Online Animation School

2005-2008 BFA, Entertainment Arts and Animation
California State University, Fullerton

SKILLS:

- Autodesk Maya, Autodesk 3DS Max, Pixologic Zbrush, Adobe Photoshop, Adobe After Effects, Adobe Flash, Corel Painter, Bauhaus Mirage
- Proficient in Windows, OS and Unix based operating systems.
- Animating, Hair/Cloth Effects, 3D Modeling, UV Unwrapping, Texturing, Rigging, Lighting, Compositing, Layout Design, Digital Painting

HONORS AND ACTIVITIES:

CSU Fullerton Dean's List

Member of Golden Key International Honour Society

References available upon request.