

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:

Nov. 2010-March 2011 Rhythm & Hues Studios Los Angeles, Ca

Character Animation TD

“Alvin & The Chipmunks: Chip-Wrecked” (December 2011)

“Hop” (April 2011)

- Animated a variety of characters and props on a shot by shot basis.

Dec. 2008- Nov. 2010 Rhythm & Hues Studios Los Angeles, Ca

Technical Animation TD

“Hop” (December April 2011)

“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

Aug. 2008-Dec. 2008 Paleo Entertainment San Diego, Ca

Character Animator

“Merchants of Brooklyn” (December 2009)

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

EDUCATION:

July 2009-Jan. 2011

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 Linux based operating systems.

HONORS AND ACTIVITIES:

CSU Fullerton Dean's List

Member of Golden Key International Honour Society

References available upon request.