

JIM REGAN

EDUCATION

Animation Mentor • Diploma in Advanced Character Animation, 2008
B.S. in Communications • SUNY–Fredonia, 1986

EXPERIENCE

FREELANCE ANIMATOR

2004–Present

Responsible for design and production of animation projects as Lead Animator, including a commercial game project using the Unreal Engine.

CG CHARACTER ANIMATOR

Lumenas Animation Studios, February 2009–March 2009

Responsible for believable and entertaining character performances for animated feature film to be released 2010/2011. Work flow involves traditional keyframe animation, as well as shots that integrate motion capture data with keyframe animation. I work closely with a team of animators under an animation supervisor and the film's director, including participation in dailies, while working independently on assigned shots.

MAYA INSTRUCTOR

Wake Technical Community College, Spring 2008 & 2009

Taught college-level course, "Modeling For Maya," to 50 students in a lecture and computer lab environment. Responsibilities included developing lecture curriculum and lab assignments.

SENIOR 3D ANIMATOR

Serious Robots Animation, 1993–2007

Responsible for all stages of 3D animation production including client interaction, concept and design, storyboarding, modeling, animation, lighting and shading, rendering and compositing. Work ranged from character animation for broadcast and commercial clients like Cartoon Network, Rubbermaid, Biscuitville and Oral-B, to character animation for corporate and industrial clients, to medical visualization for large pharmaceutical companies.

SENIOR 3D ANIMATOR

Telemation, 1989–1993

Responsibilities encompassed all aspects of animation production from client relations to final compositing and editing for a full service video production facility.

SOFTWARE

Maya 2008 • Full working knowledge since version 1.0
Softimage XSI 7.0 • Full working knowledge since version 2.0
Adobe After Effects, Photoshop & Illustrator

