

derek raymond

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summary

A creative and innovative 3D Character Animator with over 7 years experience in feature animation, live action visual effects, TV, and video games.

computer skills

Maya, Softimage | XSI, 3dsMax, MotionBuilder

experience

ShadeVFX Animator Animating objects for a Gillette commercial using Maya	Santa Monica, CA	Oct 2011 – Nov 2011
Umbrella Character Animator Animating characters for a commercial using XSI	Budapest, Hungary	Sept 2011 – Sept 2011
Encore Hollywood Character Animator <i>Locke and Key (TV)</i> Animating ghosts for a TV series pilot using Maya	Hollywood, CA	March 2011 – April 2011
CBS Digital Character Animator Animating characters for Promos for Disney's <i>G-Force</i> using Maya Animating characters for Promos for Disney's <i>Mars Needs Moms</i> using Maya	Hollywood, CA	March 2009 – July 2009 & Oct 2010 – Feb 2011
Fuse FX Character Animator <i>Scooby Doo and the Curse of the Lake Monster (Feature Film)</i> Animating the Lake Monster creature for a TV movie using 3dsMax	Burbank, CA	May 2010 – Sept 2010
House of Moves Keyframe Animator <i>Lord of the Rings: Conquest (XBox, PS3); God of War III (PS3)</i> Animated characters for in-game AI and cut-scenes a Video Game using Maya <i>Halo Reach (XBox 360); Pirates of the Caribbean: Armada of the Damned (XBox 360, PS3)</i> Animating characters for cut-scenes for Video Games using MotionBuilder	Los Angeles, CA	June 2008 – Aug 2008 & July 2009 – May 2010
Animation Lab Character Animator <i>The Wild Bunch (Feature Film)</i> Animating characters for a cg animated feature using Maya	Jerusalem, Israel	Sept 2008 – Nov 2008
CafeFX Character Animator <i>Mummy 3 (Feature Film)</i> Animated skeleton creatures for a live-action film using Maya <i>Speed Racer (Feature Film)</i> Animated vehicles and characters for a live-action film using Maya	Santa Monica, CA	Jan 2008 – June 2008
Blur Studio 3D Character Animator <i>Halo Wars (XBox360)</i> keyframe and Mo-Cap animation for a video game cinematic using XSI	Venice, CA	Sept 2007 – Dec 2007

more experience

- RedEye Fimworks Animation Hollywood, CA June 2007 — Sept 2007
 Character Animator
Tak and the Power of Juju - Episode 127 "This Bites" (TV Series)
 Layout, blocking, and character animation for a Nickelodeon animated TV series using Maya.
- CafeFX Santa Maria, CA Nov 2006 — Dec 2006
 Character/Creature Animator
Lucifer (Short Film/Pitch)
 Animating characters (angels and demons) for a live-action short film using XSI
- Laguna College of Art and Design Laguna Beach, CA Mar 2006 — May 2008
 Computer Animation Instructor (Part Time)
 Teaching Students the basic interface of Maya, how to navigate through the software, and how to apply their knowledge of animation principles toward a CG character
- Technicolor Interactive Services Burbank, CA Feb 2006 — Oct 2006
 Character Animator/3D Artist
The Legend of Spyro: A New Beginning (PS2, Xbox, Gamecube); God of War 2 (PS2)
 Animating characters for various video game cinematics using Maya
- Omotion Studios San Clemente, CA May 2004 — July 2005 & Nov 2005 — Feb 2006
 Character Animator
Barnyard (Feature Film)
 Animated characters for a Paramount/Nickelodeon animated feature film using XSI
 Left in July 2005 when contract was over and was asked to come back to work on a new sequence
- Stan Winston Studio Van Nuys, CA July 2005 — Oct 2005
 Character/Creature Animator
Eight Below (Feature Film)
 Animated seagulls and seals for a Disney live-action feature film using XSI
- Backyard Entertainment Rolling Hills Estates, CA Mar 2004 — May 2004
 3D Character Animator
Angel Wars (Direct-to-Video)
 Animated characters for a direct-to-video cg animated series using Maya

education

- Gnomon School of Visual Effects Hollywood, CA Jan 2002 — Dec 2003
 Certificate Program in 3D animation and visual effects focusing in Character Animation
- Arizona State University Tempe, AZ 1993 — 1997
 Bachelor of Science in Industrial Technology with an emphasis in Interactive Computer Graphics
- Extension classes:
 Animation Academy Burbank, CA Spring 2002
 Character Design I, and Figure Drawing
- UCLA Extension Los Angeles, CA Winter 2002
 Acting for the Non-Professional