JIM DONOVAN
3D CHARACTER ANIMATION

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OBJECTIVE

Seeking an opportunity to utilize and enhance my character animation skills while working with a team of talented artists in a creative environment.

EXPERIENCE

343 INDUSTRIES   2014 - 2015
- Animator on the video game "**Halo 5: Guardians**"

BUNGIE   2012 - 2013
- Animator on the video game "**Destiny**"

343 INDUSTRIES   2012
- Animator on the video game "**Halo 4**"

BENT IMAGE LAB and **HIVE FX**   2011
- Animator on various commercials

REEL FX   2011
- Animator on "**Ice Age: A Mammoth Christmas**"

SONY PICTURES IMAGEWORKS   2011
- Animator on the feature film "**Green Lantern**"

FREELANCE ANIMATOR & 3D GENERALIST   2005 - 2010
- Notable companies include:
    - XViVO, Mass Animation, Holomatix, and Treite Productions

EDUCATION

iANIMATE   2014
- Creatures Animation Workshop 2
    Instructors: Johnny Spinelli, Mathieu Dimuro, James Bennett

ANIMATION MENTOR   2009 - 2010
- Advanced Character Animation
    Mentors: Wayne Gilbert, Dimos Vrysellas, Drew Adams,
    Sean Ermey, Boola Robello, Mark Oftedal

SPRINGFIELD COLLEGE - Springfield, MA   2001 - 2005
- BS in Computer Graphics with concentration in 3D animation/modeling
- Graduated Cum Laude   • GPA: 3.65   • Dean's List 8 Semesters

UNIVERSITY OF WOLLONGONG - Wollongong, NSW, Australia   2003
- Study abroad program

SKILLS

- Character Animation • Creature Animation • Motion Capture • Film, Video Games, & Television
- Layout and Digital Cinematography • 3D Modelling, Rigging, and Texturing • Maya Generalist

SOFTWARE

- **MAYA -** Expert • **3D Studio Max -** Intermediate • **After Effects -** Expert • **Photoshop -** Expert