



JASON BARNES

CHARACTER ANIMATOR

San Diego, CA
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PROFESSIONAL EXPERIENCE

DoubleTake Media Solutions

Intern Character Animator / Matte painter

10 / 2009 – 12 / 2009

- Animated multiple characters for a Television show concept called “Xeno”
- Animated multiple characters used as advertising ads for “All American Pet Brands”
- Painted cinematic matte paintings for an iPhone game coming out called “Slinky”

The Art Institute of California San Diego

Tutor / Maya CGI Animation and Traditional Skills

06 / 2008 – 06 / 2009

- Teaching the processes / programs needed to accomplish established goals
- Creation of basic lesson plans
- Instructed groups of up to twenty students through lectures and projects

CREATIVE EXPERIENCE

CGI Production for festival consideration- “Sean and Ebert”

Production Manager / Lead Animator

01 / 2010 - Current

- Managed Assets / Established and managed deadlines
- Managed a team of nine people while ensuring harmonious work environment
- Lead Character Animator for a diverse cast

2D Production- “The Adventures of Tyler Johnson”

Creative Director

07 / 2009 – 09 / 2009

- Creation of all assets and visual development
- Managed a team of six people
- Character Animator
- Story Board artist
- Shot layout

EDUCATIONAL EXPERIENCE

The Art institute of California - San Diego, Bachelor of Science, Media Arts and Animation

6 / 2010

President of the Ambassadors Club

- Organized events / public speaking
- Introduced and acclimated new students to the campus
- Leadership experience

TECHNICAL SKILLS:

Maya
Photoshop
After Effects
Final Cut Pro
Flash
3ds Max
Real Flow

TRADITIONAL SKILLS:

Digital Painting
Traditional Painting
Drawing (Traditional and Digital)
Sculpting
Photography

OTHER:

Amateur Stand-up Comedian
Avid Martial Artist
Parkour Practitioner