

jason stansell

animator

experience:

SUCKER PUNCH PRODUCTIONS - (JUNE 2010 - PRESENT)

Lead Animator

- Responsible for leading the in-game animation team at Sucker Punch on the upcoming title, "inFamous 2".
"inFamous 2" (2011)

SONY IMAGEWORKS - (FEB 2009 - MAY 2010)

Senior Character Animator

- Responsible for creating unique and appealing performances for principal characters in multiple productions.
"The Zookeeper" (2010)
"Alice in Wonderland" (2010)
"Cats & Dogs 2" (2010)
"G-Force" (2009)

THE WALT DISNEY COMPANY: AVALANCHE STUDIO - (APRIL 2008 - JAN 2009)

Character Animator

- Responsible for creating both performance based and physical action based animation for cinematic and in-game aspects on multiple projects.
"Unannounced Disney IP"
"Bolt" (2008)

RHYTHM+HUES STUDIOS - (MAY 2007 - APRIL 2008)

Character Animator

- Responsible for creating unique and appealing performances for principal characters in the features with a broad range of animation styles and goals.
"Aliens in the Attic" Development Animation (2010)
"The Incredible Hulk" (2008)
"Alvin and the Chipmunks" (2007)

education:

ANIMATION MENTOR - (JANUARY 2006 - JUNE 2007)

- Advanced Studies in Character Animation focusing on the principles of animation, body mechanics, and creating believable acting performances.

EAST TENNESSEE STATE UNIVERSITY - (JANUARY 2000 - DECEMBER 2002)

- Bachelor of Science, Design Graphics: Computer Animation and Illustration
- Graduated with Honors

CARSON-NEWMAN COLLEGE - (AUGUST 1998 - DECEMBER 1999)

- Dual Majors: Art: Emphasis in Graphic Design & Communications: Emphasis in Theater

additional info:

- Developed the University of New Mexico's IFDM animation program, which became part of the school's curriculum in August of 2010.