

jason stansell

animator

objective:

To utilize and further my skills and abilities in animation within a passion driven environment where both my eagerness to grow and desire to share my knowledge will be a valuable addition.

relevant experience:

SONY IMAGEWORKS - (FEB 2009 - CURRENT)

Senior Character Animator

- Responsible for creating unique and appealing performances for principal characters in multiple productions.
"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

technical skills:

- Software: Maya, Voodoo, 3DS Max, Photoshop, Illustrator, InDesign
- Operating Systems: UNIX, Linux, Mac OS X, Windows XP