

# Theresa Adolph

Character Animator

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| <b>Objective</b>                 | To obtain a position as a Character Animator and create compelling animation while continuing to grow as a working professional.   |  |  |
| <b>Work Experience</b>           | <b>Electronic Arts</b> ..... April 2011 - Present<br><i>Sims 3 - Character Animator, Redwood City, CA</i><br>Animated loop cycles for both quadruped and biped characters to be implemented into various gaming platforms of The Sims 3 Pets expansion pack.   |  |  |
|                                  | <b>Sony Picture Imageworks</b> ..... January 2011 - April 2011<br><i>Green Lantern - Character Animator, Albuquerque, NM</i><br>Created animated performances for both full key-framed and motion-capture characters. Animated primary and secondary performances. Used proprietary technology to accurately track CG suits to live action plates.   |  |  |
|                                  | <b>System Preferences</b> ..... December 2010 - January 2011<br><i>Independent Film - Character Animator, Boston, MA</i><br>Animated primary performances, highlighting a genius' struggle inventing a computer that would help launch of 'Sputnik' into space.  |  |  |
|                                  | <b>LAIKA/House</b> ..... August 2010 - November 2010<br><i>M&amp;M's/Toys R' Us - Animation Internship, Portland, OR</i><br>Animated primary and secondary characters for a series of national television commercials and broadcast television programs.   |  |  |
| <b>Specialties</b>               | Character Animation - conveying emotion, weight, movement, balance and personality.  |  |  |
| <b>Computer Skills</b>           | Familiar with Mac, Windows and Linux operating systems:<br>Autodesk Maya                      Adobe Flash                      Adobe Illustrator<br>Adobe InDesign                      Adobe Photoshop  |  |  |
| <b>Education</b>                 | <b>Animation Mentor</b> ..... March 2009<br>Advanced Studies in Character Animation<br>Mentored by:<br><i>Gini Santos</i> ..... <i>Pixar Animation Studios</i><br><i>Mike Belzer</i> ..... <i>Walt Disney Animation Studios</i><br><i>Jay Jackson</i> ..... <i>Walt Disney Animation Studios</i><br><i>Brett Coderre</i> ..... <i>Pixar Animation Studios</i><br><i>Cal Brunker</i> ..... <i>Red Rover Studios</i><br><i>Sean Sexton</i> ..... <i>DreamWorks Animation</i> |  |  |
|                                  | <b>CSU Summer Arts - Animation Production</b> ..... August 2005<br>"Bass Ackwards" - created a short 2D film with guest artists <i>Rusty Mills, Chuck Harvey</i> and <i>Andrew Gordon</i> .  |  |  |
|                                  | <b>California State University, Chico</b> ..... May 2006<br>Bachelor of Science in Applied Computer Graphics<br>Minor in Communication Design  |  |  |
| <b>Achievements &amp; Honors</b> | > Animation Mentor Student Choice Awards - <i>Most Improved Student</i> ..... July 2009<br>> Animation Mentor Student Choice Awards Finalist<br><i>Most Encouraging and Supportive Student, Forum Ninja</i> ..... July 2009<br>> Dean's List CSU, Chico ..... 2004, 2005<br>> Excellence in Computer Graphics ..... 2004   |  |  |
| <b>References</b>                | <b>Greg Kyle</b><br>LAIKA/House<br>Lead Animator<br>greg@laika.com   | <b>Sean Sexton</b><br>DreamWorks Animation<br>Character Animator<br>sean.sexton@dreamworks.com | <b>Jeff Schu</b><br>Sony Picture Imageworks<br>Lead Animator<br>jschu@imageworks.com |