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jimm pegan

character animator

.education

Full Sail University apr09:

- .BS in computer animation
- .received award as "advanced achiever"

Erie Institute of Technology apr07:

- .AA in multimedia graphic design

.technical skills and software (3d)

animation

- .solid foundation in principles of animation
- .able to create realistic or stylized animations for biped and non-biped characters

Maya (5 years experience)

- .expertly familiar with Maya Graph Editor
- .experience in Maya-based production pipeline
- .can model, texture, rig, and light characters, props, and environments

MotionBuilder (some experience)

- .can process and clean raw mocap data
- .experience setting up, characterizing, and retargeting mocap actors

.technical skills and software (2d)

drawing

- .exceptional drawing ability and firm understanding of anatomy
- .solid foundation in the fundamentals of graphic design

Photoshop

- .extensive knowledge and training for use in illustration, design, layout, and photo-manipulation

other

- .familiarity with Flash, Illustrator, and InDesign software packages

.personal skills

quick to learn new techniques and software packages to maximize efficiency

able to work individually or on a team

work well under pressure (deadlines)

creative problem solving skills

able to communicate ideas effectively

driven by a desire to learn and improve myself through hard work and a dedicated passion to my craft

.experience

Pendulum Studios: jan10-present

.project - Tron Evolution (game)

.task

- keyframe gameplay animations for characters
- enhance mocap performances for gameplay moves
- set up cinematic scenes; create 3d animatics
- process and clean raw mocap data for animation

.project - Iron Man 2 "Prologue Trailer" (game)

.task

- keyframe animation for characters

Lunatic Studios: sep09-present

.project - Aphelion: Episode One - Graves of Earth (game)

.task

- character animation, joint layout, rigging/setup for main characters

Frogdice: may09-ongoing

.project - Primordiax (game)

.task

- character design and promotional artwork