



Main self-modelled character
from debut animated short
"Neglected Laundry"

Dylan Hunter
Character Animator
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Objective

I <3 animation, ever since idly drawing flipbooks as a kid where it caught my fascination. My goal is to become a valued employee, continually push my benchmark and grow my skillset; I am looking for an opportunity to bring things to life in a team environment and aid in making the best product possible.

Work Experience

Bardel: November 2010 - present

Character animator on Nickelodeon's award-winning Planet Sheen series. Responsible for 26+ sec/week of high quality and cartoony animation. Currently animating on Nickelodeon's Fanboy and Chum Chum Series

Nitrogen Studios: September 2010 - November 2010

Character animator on Thomas and Friends and the third Thomas the Tank Engine DVD movie "Day of the Diesels"

Frantic Rabbit Filmworks : July 2008 - September 2010

Freelance artist doing 3D and 2D work for individual clients; everything from graphic design to promotional videos. More recent work includes animation on a UK based pilot "The Kools" and another NDA pilot.

Image Maker Advertising : July 2007 - 2008

Technical animator; responsible for creating all visual elements for investment related and educational videos in the mining, oil & gas and alternative energy sector. Modelled, rigged, textured and animated geo-accurate terrains, ore bodies, conceptual prototypes and related infrastructure

New Machine Studios: September 2006 - November 2006

Junior character animator on the award winning television series *Raven Tales*. Responsible for fluid inbetweening, lipsync and all secondary animation from basic blocking.

Energy TV : July 2006 - July 2007

Generalist (introduction sequence, bumpers, segways, lower-thirds and editing) for the first season of the news-based show.

Education

Animation A-Team Creature Animation School: October 2010 - March 2011

Working one on one with Rob Hemmings from Double Negative to learn the finessed detail of hyper-realistic creature animation. Cycles, mechanics, thought processes, planned and polished shots, and advanced studio techniques.

Animation Mentor : June 2008 - December 2009

Graduate, constantly working on improving my skills and learning advanced character animation techniques to continue my pursuit to push the overall quality of my animation. Mentors include Martin Hopkins, Mike Stern, Nicole Herr, Jason Taylor and Kenny Roy.

Vancouver Film School : June 2005 - June 2006

Diploma in Computer Animation: accelerated 1 year immersion program

Course include: Classical Animation, Sculpture, Life Drawing, Modelling, Texturing, Lighting, Digital Compositing, Character Design, Art Direction and Film Theory.

Software Skills

Maya	Photoshop
XSI	After Effects
3DS Max	Premiere

Extra-Curricular

- Drawing a weekly web-comic "Andy-Mated" as featured on www.vancouveranimation.ca (June 2009 - September 2010)
- Animator for the Age of Chvalry development team; currently working on cycles for their 3rd release
- Attending evening life-drawing classes and local sketch crawls to further study life
- AM Alumni Tutoring since March of 2010
- Volunteering for the local Siggraph chapter
- Grand prize winner for Mass Animation DCUO competition

Interests

Space and science fiction everything. Xcountry skiing, biking, racket sports, video games (when time allows)