

Jesse Davis

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Senior Animator

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OBJECTIVE

To create artistic, compelling, appealing, and believable animation for characters.

PRODUCTION EXPERIENCE

Blizzard Entertainment: *Senior Animator* 03/14 to Present
Unannounced Project

Blizzard Entertainment: *Animator* 05/12 to 03/14
Unannounced Project

Electronic Arts: *Animator* 08/11 to 05/12
The Sims 4

- Created object, social, solo, and core locomotion animations. Helped improve upon locomotion system.
- Wrote additional supplementary tools (mel, and some python) for added efficiency

Electronic Arts:

The Sims 3: *Pets - Animator (Contract)* 08/10 to 08/11

- Cat animation Lead/Owner: Responsible for maintaining consistency of cat animations
- Handled all implementation of locomotion for pets, as well as pets on surfaces
- Contributed to new locomotion system, paired routing, and wrote additional supplementary tools (mel, and some python) for added efficiency
- Documented tools, and mentored new animators
- Animated bipedal and quadrupedal characters for in-game animation sequences

The Sims 3: *Generations, Ambitions; The Sims Medieval - Animator (Contract)*

- In game character, locomotion, and prop animation

The Sims 3: *World Adventures - Associate Animator (Contract)* 06/09 to 03/10

- In game keyframe character, locomotion, and object animations
- Sims 3 World Adventures Television Commercial and Music Videos - Composed shots, Assembled/Animated assets and in-game cameras

Sputnik Animation: *Contract 3DS Max Generalist* 04/09-05/09

“Living on the Moon” - National Geographic TV episode.

- Keyframe animated characters and cameras in “moon-base fly through” in 3DS Max. Cleaned and appended mo-cap animations

Funnelbox (now SuperGenius): *Contract Cinematic Animator* 10/08-02/09

“Night at the Museum 2”

- Keyframe character animation for in-game cinematics in 3DS Max. Also contributed to lighting, and managed renders via backburner

SKILLS

Maya – animation, modeling, rigging, texturing, rendering, MEL, Python, Setup Machine 2

3DS Max/ Character Studio	XSI	Adobe Premiere	Proprietary Tools
RenderMan for Maya	Photoshop	Perforce	Adobe After FX
Mel/Python tool scripting	Dev Track	Confluence	SharePoint

Other Experience:

Previs. development, storyboarding, camera animation, lighting, QA feedback and game testing

EDUCATION

Vancouver Film School 07/2007-08/2008

- Degree in 3D Animation, class representative, graduated with honors.
- “Circle Maker” short film accepted into several film festivals.

California State University Summer Arts 07/2004, 07/2005

- High intensity, 2 week summer program for college students and professionals.

University of California, Davis 10/2002-07/2006

- Bachelor of Arts – Art Studio || Bachelor of Arts – Music, Composition