

Justin Callanan

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Objective: To obtain a position in which I can utilize my skills to further the goals of the company. A position that I can take the knowledge that I have learned from education, experience and apply to the task at hand.

Education: Full Sail Real World Education Winter Park, FL
Associate of Science Degree in Computer Animation April 2006
Bachelor of Science Degree in Computer Animation March 2007

Experience:Extra Large Technology

-Playmobil: The Secret of Skull Island

- Modified and maintained character rigs, props, environments in-house and from over seas company
- Modified, maintained, created MEL scripts in production to assist artists in creating assets
- Character setup, skinning on 30 plus characters
- Specific character setup for proprietary software
- Responsible for exporting animation into proprietary software in-house and over seas company
- Modeled blend shapes, clean-up modeling, and UV texturing on characters and props.

Ka-Chew

-Chef Boyardee Commercial

- Roto live action characters in After Effects

-Mattel Haunted House

- Setup character rigs
- Skinning and deformation of characters

-Mattel Spaceship

- Setup character rigs
- Skinning and deformation of characters
- Maya particles for certain shots

Rhythm & Hues

-Alvin and The Chipmunks

- Fur, Hair, and cloth simulations
- Adding in secondary animation to cloth and geometry
- Animation clean-up on dynamics and geometry
- Problem solving simulation issues
- Writing scripts to make workflow faster

Rhythm & Hues Apprentice Program

- Understanding production pipeline
- Linux
- Rigging
- Adding muscles to characters
- Cloth, hair, dynamic simulations

Programs: Maya After Affects
Photoshop Real Flow
Shake Final Cut Pro

Skills: Set-Up Artist (Rigger), Mel Scripting, Cloth/Hair Simulations,
Animation, Dynamics, Hard Surface Modeler, Particles, Traditional Artist
Highly motivated when there's a task at hand
Fast learner when it comes to new objectives
Team player for all projects and co-workers