

I GEDE MAHENDRA
igede.mahendra@gmail.com
Character Animator

775 Post Street Apt #607
San Francisco CA 94109

(415) 602 6761
http://www.igmotion.com

SUMMARY

Highly creative character animator, passionate about working in teams to make characters and stories come to life. Available for full time employment.

SKILLS

- Computer:
Computer Animation CG Modeling; Character Setup & Rigging, Character Modeling and Environment Modeling for games.
- Traditional:
Traditional Animation, Storyboarding, Figure Drawing, & Character Design
- Software Knowledge:
Maya, 3d Studio Max, Motion Builder, After Effects, Premiere, Final Cut Pro, Perforce, Flash, Dreamweaver.

EXPERIENCE:

ANIMATOR **Factor 5, LLC** **Dec 2005 - Dec 2008**
San Rafael, CA

Projects:

- "Unannounced Project 2" (Current-gen consoles)
- "Unannounced Project 1" (Current-gen consoles)
- "Lair" (PS3) and "Lair Downloadable Content" (PS3)

Duties on projects:

- Animated biped and quadruped characters in various size, shape and mass for game-play motion, assembled motion capture data for fight combos in Motion Builder and transferred to Maya, evaluated character rigs and animation tools, previsualization of various action sequences, work closely with designers and programmers to convey game concept, worked in team to setup and create particle effects.

ANIMATOR **Eclectic Engineering** **October 2005 - March 2006**
San Francisco, CA

Projects:

- **Untitled Television Show Pitch**

Duties on project:

- Previsualization of 3d character interacting with live action plate, Animated character dialogue as a proof of concept, worked closely with Character TD to create a proper working rig ready for animation.

PRODUCTION ASSISTANT **Fixed Earth Films** **May 2004 - June 2004**
San Francisco, CA

Projects:

- **Documentary Film - "The Gift of the Gap"**

Duties on project:

- Running errands, equipment setups, logging timecode, and assisting camera operator and production in film.

EDUCATION:

Academy of Art University
San Francisco, CA

Master of Fine Arts in Computer Animation

Graduated May 2005

- Classes include Advanced Character Animation class taught by Pixar animators Bobby Podesta and Ross Stevenson. Entry through portfolio review.

Monash University
Melbourne, AUSTRALIA

Bachelor of Arts in Media Studies

Graduated June 2001

REFERENCES:

Armando Lluch
Karim Biri
Hans Winold

Lead Animator at Factor 5, LLC
Lead Animator at Factor 5, LLC
Lead Character TD at Factor 5, LLC

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