

SUE CAMPBELL... Computer Animation
415-302-8347 www.sue-campbell.com

EXPERIENCE

2012-Present : Animator at Sony Pictures Imageworks on MIB3, part-time teaching Animation at Otis college

2011-2012 : Animator at Digital Domain, Creative Differences, Brainzoo and Beau Studios

2010-2011 : Furious Effects animator, Scanline senior animator on "Hereafter" using 3D Studio Max, senior animator at Digital Domain on "Transformers 2" and "Transformers 3", lead animator at Encore doing TV pilots, part-time teaching Animation at Gnomon School of Visual Effects

2009-2010 : Digital Domain animating on "Transformers 2", freelance animator on several commercials, Tippett Studio animator on "Twilight 2" and "Cats and Dogs 2", Furious Effects animator on "Furry Vengeance", part time teaching Animation at Academy of Art, part time teaching/critiquing with ACME non-profit mentor-apprentice organization, part time teaching Animation at Gnomon School of Visual Effects

2007-2008 : Rhythm and Hues animator on "Golden Compass", Luma Pictures VFX animator, Digital Domain animator on "GI Joe", Duncan Animation Studio on feature test and "Nine"

2007-2009 : First year Animation teacher at Gnomon School of Visual effects

2005-2007 : Disney animator and rig-wrecker/tester, completed animating on "Meet the Robinsons" and working on pre-production for "American Dog" in maya and proprietary software.

2004-2005 : Dreamworks animator on "Shark Tale" and rig-wrecker/tester in pre-production for "Kung Fu Panda" and "Over the Hedge", working in Maya and proprietary software.

1994-2004 : Lead Computer Animator at Industrial Light & Magic using softimage, Maya, XSI, Unix, Linux and proprietary software. As well as animating, I built rigs and shapes, was involved in pre-production character setup/cycles/lip sync on such films as "Jurassic Park 2", "MIB", "Star Wars 1", "Hulk", "Pirates of the Caribbean" and "Harry Potter 2": Lead animator on such films as "Deep Blue Sea", "Jurassic Park 3" and "Attack of the Clones". Also, helped train new employees and created training manual.

2002-2003 : Part-time teacher and mentor at Academy of Art College, SF. I taught an "Advanced Animation" class whose curriculum I created, and mentored 2 directed study students on their final films, one of whom won awards for his film

1994 : Animator/modeler at Gray Matter, a video game company in Oakville Ontario, as the only 3D Computer Animator working with Alias, Softimage, Unix and Photoshop.

1992-1993 : At Sheridan College; Head background painter for a Canadian award winning short "Kinetic Prosthetics" for the War Amputees of Canada, and Pre-Production/Traditional Animator/Background Painter on a fully animated short called "Aid to Aids", in support of children with Aids

EDUCATION

1993-1994 : Sheridan College of Applied Arts and Technology, Oakville Ontario, one year Computer Animation Course using Softimage and Unix.

1990-1993 : Sheridan college, 3 year diploma in Classical Animation. Study included Animation, Layout and Design, Life Drawing, Rendering & Color Theory, and Visual Language: degree equivalent.

1987-1990 : Queen's University, Kingston Ontario Canada, graduating with a BA Psychology Minor focusing on Neurophysiology, with interest courses in Fine Art.

1982-1987 : Loyalist Collegiate and Vocational Institute, Kingston Ontario, Ontario Secondary School Honors Diploma, graduating as an Ontario Scholar with 9 OAC credits.

AWARDS

2003 VES nomination for "Outstanding Character Animation in a Live Action Motion Picture" for "Pirates of the Caribbean".

REFERENCES AVAILABLE UPON REQUEST