

James C Ditmer

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OBJECTIVE

- To collaborate with an innovative team of artists, creating fun and visually appealing work

RELEVANT SKILLS/SOFTWARE

- Strong understanding of animation principles and kinetics
- Experienced in character rigging and 3D modeling
- Proficient with Maya, Photoshop, After Effects, Premiere, Flash
- Dedicated, trustworthy professional with strong interpersonal skills.
- Proven strength in leadership and team building.

WORK EXPERIENCE

Dream Machine Studios

- *Animator*
 - Animated cycles for upcoming iPod game, Air Guitar God
 - Planned character acting and animated for game cinematic trailer
 - Sculpted blend-shapes for facial animation
 - Rigged characters using custom MEL scripts

Los Angeles, CA
January 2009 - October 2009

New Fuel Studios/Imagitorium

- *Animator*
 - Created movement for inanimate objects and organic characters
 - Setup cameras and staging in 3D space for use in 3D animatic
 - Created logo animation

Columbus, OH
October 2008 - January 2009

iD Gaming Academy

- *Instructor*
 - Taught teenagers how to create 3D games using software such as Autodesk Maya
 - Responsible for classroom management

Palo Alto, CA
June 2007 - August 2007

M/I Homes

- *Help Desk Analyst*
 - Helped internal employees with computer hardware and software use
 - Troubleshoot software and hardware issues
 - Designed public website buttons

Columbus, OH
August 2007 – February 2010

EDUCATION

➤ AnimationMentor.com

Certificate in Advanced Character Animation

Studies included the mechanics of animation, acting, staging, and story-telling.

Mentored by industry animators including:

- T. Dan Hofstedt – Disney Animation Studios · Ryan Donaghue – Rhythm & Hues
- Mike Walling – Blue Sky Studios · David Gallagher – Blue Sky Studios
- Kenny Roy – Arconyx Animation Studios

June 2009

➤ Bowling Green State University, Bowling Green, OH

Bachelor of Fine Art in Digital Arts, Cum Laude

Coursework covered aspects of traditional fine art, and digital art including game development and collaborative character animation.

- Concentration – 3D Animation
- Major GPA – 3.9 / Overall - 3.71

May 2006