

# 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 - April 2010

### Super Cool Sites

- *Designer*
  - Designed layout for web pages
  - Modeled 3D objects and room for use on the web
  - Devised the design and layout for t-shirt

Columbus, OH  
February 2010 - April 2010

### New Fuel Studios/Imagitorium

- *Animator*
  - Developed 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

### M/I Homes

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

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