



STEVEN MCCLELLAN

3D CHARACTER ANIMATOR

got2animate@sbcglobal.net

310.749.2315

WORK EXPERIENCE

May 2008 - Present	Image Metrics <i>Senior Facial Animator</i> <i>Captured the personality and performance of the voice actors into the game characters for Midnight Club 4: Los Angeles, Operation Flashpoint 2: Dragon Rising, Grand Theft Auto 4: The Lost and Damned, Blur, Assassin's Creed 2, and True Crime</i>	Santa Monica, CA
June - Sept 2008	Love.mel <i>Character Animator</i> <i>Animated 7 shots on the excellent short film Love.mel</i>	Santa Monica, CA
Sept - Dec 2007	Sony Pictures Imageworks <i>Intern</i> <i>Assisted the cameraman on prop and reference shooting and compiled other photographic and video reference for various films in production</i>	Culver City, CA
Jun - Dec 2006	Visual Effects Society <i>Intern</i> <i>Assisted the office staff coordinate VES meetings and the Festival of Visual Effects</i>	Encino, CA
Apr 2005	Earth Day Animation, 1 min. paint on glass animation <i>Animator</i> <i>Animated a 5 second segment depicting animals in a forest and a flying dove</i> <i>Broadcast on local television</i>	Valencia, CA

SKILLS

3D animation	After Effects
Drawn animation	Photoshop
Maya	Final Cut Pro
3D Studio Max	Flash
Face Robot	Linux
XSI	Fluent in Spanish

EDUCATION

2008	Otis College of Art + Design Bachelor of Fine Arts, 3D Character Animation	Los Angeles, CA
2005	College of the Canyons Associate of Art, Computer Animation	Valencia, CA
2004	College of the Canyons Associate in Arts, General Arts and Sciences	Valencia, CA

ORGANIZATIONS

Member of ASIFA-Hollywood
Member of LA Chapter of Siggraph
Boy Scouts of America, Eagle Scout