

STEVEN MCCLELLAN

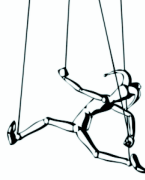
3D CHARACTER ANIMATOR

got2animate@gmail.com

310.749.2315

WORK EXPERIENCE

- | | | |
|-----------------------|--|------------------|
| Feb 2012 | Imaginary Forces
<i>Animator</i>
<i>Animated a woman walking and jumping for a pitch.</i> | Hollywood, CA |
| Aug 2011 – Jan 2012 | IMPD Productions, Inc
<i>Facial Animator</i>
<i>Animated the dialogue for various characters on both Max Payne 3 and what was formerly known as True Crime: Hong Kong using Image Metrics' Faceware.</i> | Santa Monica, CA |
| May 2011 – July 2011 | Image Metrics
<i>Facial Animator</i>
<i>Animated various characters for Max Payne 3 utilizing Image Metrics' Faceware.</i> | Santa Monica, CA |
| Jan 2011 – April 2011 | Sony Pictures Imageworks
<i>Animator</i>
<i>On Green Lantern I did a lot of CG suit replacement, layering animation on the match-moved body, including neck tracking and muscle deformation, and did a bit of facial animation.</i> | Culver City, CA |
| Nov 2010 – Dec 2010 | Blind Visual Propaganda Inc.
<i>Animator</i>
<i>Working under a very tight deadline on a small team I animated motocross characters for the MX vs. ATV Alive commercial.</i>
http://www.blind.com/work/motocross-madness/ | Santa Monica, CA |
| Oct 2010 – Nov 2010 | Sony Computer Entertainment America
<i>Animator</i>
<i>Added the final level of animation for all characters, props, and vehicles in my shots by cleaning up mocap data and adding in keyframe animation on Killzone 3.</i> | San Diego, CA |
| May 2008 – Sept 2010 | Image Metrics
<i>Facial Animator</i>
<i>Using facial recognition software and keyframe animation I captured the personality and performance of the voice actors into the performance of the game characters for the following video games:</i>
Red Dead Redemption: Undead Nightmare Pack
Assassin's Creed 2: Brotherhood
NBA 2K11
Halo: Reach
Harry Potter and the Deathly Hallows
Assassin's Creed 2
Blur
Grand Theft Auto 4: The Lost and Damned
Operation Flashpoint 2: Dragon Rising
Midnight Club 4: Los Angeles | Santa Monica, CA |



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WORK EXPERIENCE *continued*

July 2008	Image Metrics <i>Matchmover</i> <i>Used major keyframes to matchmove the digital face to the background plate for the Emily Project. Inbetweens were locked down through proprietary software.</i>	Santa Monica, CA
June - Sept 2008	After Hours Animation <i>Character Animator</i> <i>Animated several shots on the short film Love.mel after working hours at Image Metrics as part of After Hours Animation.</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 also animated my own "Stuart Little Test" on my own time.</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 Broadcast on local television</i>	Valencia, CA

SKILLS

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

ORGANIZATIONS

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

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