

Kimberlee Allyn



Animator

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Summary

Character and creature animator with a strong skillset and a passion for animation. Hard worker with great people skills and hands-on experience in all aspects of the CG pipeline.

Related Skills

Pre-production, 3D modeling, texturing, rigging, lighting, drawing, acting, singing, takes critique well, thrives in groups, great organization skills and the ability to learn quickly.

Employment

Animator, Maia, April. 2014 - Aug. 2014

Created human and creature cycle animation for an online sci-fi game .

Animator/Generalist, Dash 9 Productions, Torrance, CA, Jun. 2012 - Nov. 2013

Contributed character and motion graphic animation and assisted in all areas of the pipeline for manufacturing training videos and presentations.

Animator, Flyhunter: Origins, Steel Wool Games, Oakland, CA, Feb. 2013 - Aug. 2013

Created cycles and cut scene animation for a Playstation Vita, Steam and tablet game to be released this summer.

Animator, Shiny Shoe LLC, San Francisco, CA, Jan.- April. 2012

Created animation for multiple characters for the mobile game OFFWORLD.

Animator, Illumina Visual, Emeryville, CA, Aug.- Oct. 2011

Contributed animation to an advertisement for the Dutch Lottery.

Education

Animation Mentor April. 2014 - June 2014

Creature Animation: Locomotion

Instructor: Nicole Herr

iAnimate Advanced Character Animation Training Sep. 2013 - Dec. 2013

Workshop 4: Close Up Facial Animation and Lip Sync

Instructor: DreamWorks Animator Luke Randall

Fall 2013 Student Showcae

The Animation Collaborative Emeryville, CA Aug. 2013

Animation Demo & Lecture Intensive taught by Pixar animator Michal Makarewicz.

iAnimate Advanced Character Animation Training Sep. 2012 - Dec. 2012

Workshop 3: Advanced Body Mechanics and Pantomime Acting

Instructor: DreamWorks Animator Chris Kirshbaum

The Animation Collaborative Emeryville, CA Jul.- Aug. 2011

Received one-on-one training and critique from Pixar animator, Andrew Gordon.

Ex'pression College for Digital Arts Emeryville, CA April 2009 - Oct. 2011

Bachelor of Applied Science in Animation and Visual Effects

Autodesk Maya

Adobe Photoshop

Adobe After Effects

Pixelogic Zbrush

Microsoft Office

References available upon request.