

Richard Hudson

Character Animator / Generalist

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HudsonAnimation.com

(805) 750-0205

Objective

To obtain a position as a character animator in a growth-oriented company in need of an energetic, passionate, and creative team member.

Skills

- Maya Generalist (animating, layout, modeling, and texturing, as well as fundamental rigging, lighting, and particle effects). Experience with 3D Studio Max and Cinema 4D, as well.
- Adobe Flash (and ActionScript), Photoshop, Illustrator, After Effects, and Premiere.
- Storyboarding, concept art, illustration, and character design.

Work Experience

XLT Studios (Extra Large Technology), Hollywood, CA

Character Animator

10/07 – 07/09

Responsible for character animation on assigned scenes from camera layout all the way through to polishing on such projects as: *Playmobil: The Secret of Pirate Island*, *Princess Twins of Legendale*, the *Neopets: Key Quest* online game, and various architectural visualization projects.

Overseas Animation Supervisor

01/09 – 06/09

Supervised a team of roughly 50 Indian animators at Indian animation company, Toonz Animation Pvt. Ltd., in Trivandrum, Kerala on *Playmobil: The Secret of Pirate Island*. As a result, our production goal was not only met, but exceeded, allowing XLT to give Toonz more scenes than originally intended.

Marvel Lion's Gate Studios, Santa Monica, CA

06/05 – 08/05

Internship

Beyond clerical work intrinsic to internships at 2D production studios, I was fortunate enough to help out with cleaning up illustrations and designing props for the movies.

Freelance Work

Obsolete Robot LLC

05/11

Fully animated one of several short promo animations for Nintendo's booth at the 2011 E3 Expo.

24Frame.com

2007 – present

Created several artificial video game animations (some 2D, some CG, using Flash or Maya) for various TV and film projects.

Disney Studios, Toy Dept.

08/09

Created animation for internal use (using a mix of Flash and Maya) for a Tinkerbell toy set.

Tecmo Inc.

2008

Redesigned previously-designed characters and props for the game "SPRay" for the Nintendo Wii in an effort to help improve the game's marketability.

Red Van Pictures

07/06

Created illustrations used in Gym Class Heroes' "The Queen and I" music video. Visual development for other music videos.

Education

California State University Northridge

B.F.A. with a focus on Animation, 2007

Awards

Short "Rigs" won 2nd Place for "Best Animated Short" at the CSU Media Arts Festival 2007

References available upon request.