

# Jacob Palmer

Animator

## PERMANENT ADDRESS:

445 Wellesley Ave. Mill Valley, CA

CELL: 916- 893-8452

EMAIL: [j.palmaw@gmail.com](mailto:j.palmaw@gmail.com)

## EXPERIENCE:

<b>Studio Nouveau</b> Cinematics animator for Resident Evil 5	March 2008-May 2008 Los Angeles, CA
<b>Blue Sky Studios</b> Freelance Animator on Horton Hears a Who	June 2007-December 2007 White Plains, NY
<b>Animal Logic</b> Second unit Animator on Happy Feet	May 2006-September 2006 Sydney, Australia
<b>MGA Entertainment</b> Project Lead, Animator, Lighting Co-ordinated other team members to enhance game demo for retail	February 2006-March 2006
<b>Blue Sky Studios</b> Freelance Animator on Ice Age 2	October 2005-January 2006 White Plains, NY
<b>MGA Entertainment</b> Freelance Animator and Concept Artist Designed and Created 3D interface for game demo Sold demo to Sony which gained the rights for Pyramid and Wheel of Fortune	September 2005-October 2005 Los Angeles, CA

## EDUCATION:

<b>Vancouver Film School</b> 3D Animation Program	Vancouver, BC Aug, 2005
<b>California State University, Chico</b> Major in Studio Art (Drawing) Overall GPA 3.88 Magna Cum Laude	Chico, CA May, 2004
<b>California State University, Fresno</b> Summer Program (Computer Animation)	Fresno, CA July, 2003/2004
<b>Academy Of Art College</b> Summer Program (Computer Applications)	San Francisco, CA July 1999

## Related Coursework:

Life Drawing, Sculpture: Ceramic, Super Sculpty, Sheet Metal

**Computer Software:** Softimage XSI, Maya, Photoshop, After Effects

## Related Skills:

3D Character and Camera Animation.  
Modeling, rigging, and texturing (XSI).  
Editing and compositing (After Effects).  
Concept design (Traditional drawing).

