

Edward M. Hull

Character Animator

151 West Street #B, West Hatfield, MA 01088

Email: ed.hull@hullovision.com

Website: <http://www.hullovision.com/>

Cell Phone: 413.325.1549

Summary Profile:

- Developed strong reputation of being a hard worker and team player with positive and energetic attitude
- Open to direction and critiques, adaptable to change
- Aptitude to problem solving and possesses efficient work flow
- Ability to deliver quality animations under tight deadlines
- Dependable, punctual, self-motivated, professional, and dedicated

Technical Skills:

- Proficient with Maya, willing and able to learn and adapt to other 3D animation software
- Skilled animator with strong understanding of animation principles
- Excellent ability to lip sync animations and facial expressions
- Skilled in cartoony and real world inspired motions with dynamic action analysis and character driven performances
- Demonstrated ability to concept, implement, and finalize hand-keyed animations
- Thorough understanding of technical aspects of creating/manipulating 3D characters

Employment Experience:

Billi Productions, Ltd. & Glasgow Animation Glasgow, Scotland, United Kingdom. (September 2007 – July 2008)

Character Animator

- Responsible for all character animations of assigned multi-character shots,
- Produced 10 – 12 seconds of full body, facial and lip sync animations per week,
- Attend daily meetings to provide and receive constructive feedback to other animators work,
- Assist Lead Animator and team with meeting daily quota,
- Efficiently communicate problems with character rigs to proper authority and help to solve those problems.

Lacota Entertainment.

Waterloo, Ontario, Canada.

(July 2005- September 2006)

Contract Character Modeler

- Modeled human and non-human characters for next generation game from my home office. (Game has yet to be released.)

Mesmer Inc.

Seattle, Washington.

(January 2001 – December 2001)

Contract Modeler for animated short and Administrative/Technical Assistant.

- Held several contract positions with this company,
- Assisted in producing a 30 second commercial for local business.
- Responsible for modeling a 3D character and background, applying materials and textures, lighting and rendering for a short 30 second commercial.
- Other contracts included assisting the registrar, instructors and students of Mesmer.
- Provided student tech support and troubleshoot various problems.

Education:

AnimationMentor.com. Emeryville, California. (January 2007 – June 2008)

- **Advanced Studies in Character Animation Certificate.**

Academy of Art University. San Francisco, California (September 2004 – May 2006)

- **Character Animation Classes.** Earned credits towards Master of Fine Arts Degree – 3D Character Animation.

Mesmer Animation Labs. Seattle, Washington. (September 2001 – May 2002)

- **Alias/Wavefront Certified Maya Software Training.**

Roger Williams University. Bristol, Rhode Island. (September 1991 – May 1995)

- **Bachelor of Arts Degree** – Majors: Graphic Design and Fine Arts