

AARON J. DEERFIELD

CHARACTER ANIMATOR

Summary of Qualification

Dedicated hardworking individual, seeking a fulltime position as an Animator. Familiar with large variety of hardware, including most PC, Unix and some Macintosh platforms. Knowledgeable about a multitude of software programs, including, Autodesk MAYA, Voodoo, Photoshop, After Effects, and Flash, as well as some knowledge of 3DS Max and Motionbuilder. Able to keyframe animate as well as utilize motion capture to create a performance. Comfortable working within groups to achieve a common goal as well as working with clients to meet their goals. Responsible and able to work independently or with large groups. Look forward to continue developing my talent and sharing my artistic skills at a production level.

Work Experience

MPC

September 2014 - Present

Senior Animator

Create high level animation for realistic creatures, characters, and vehicles.
Work quickly and clearly with the ability to take direction well to push character performance

Bardel Entertainment

October 2013 - September 2014

Lead Animator

Work with Production and supervisors to lead my team to meet client expectations
Create cycles and build character profiles to be used as a guide

Sony Pictures Imageworks

November 2012 - October 2013

Senior Animator

Convey emotion through a combination of body language and facial expressions/ dialog
Interact with supervisors and team to problem solve and share information related to assigned tasks

Rhythm and Hues Studios

April 2010 - August 2012

Lead Animator (April 2011-August 2012) Animator (April 2010-April 2011)

Provide character animation interacting with Actors and live action environments.
Work with animation directors and a team to create animation suitable for client needs.

Luma Pictures

November 2009 - January 2010

Matchmove Artist and Animator

Track character geometry to a live action camera plate.
Roto animate geometry to match live action characters.

Rhythm and Hues Studios

June 2009 - October 2009

Junior Animator and Apprentice

Provide convincing character animation in a live action tracked environment.
Work with animation directors and a team to create animation suitable for client needs.

Awards and Accomplishments

Academy Award Nomination VFX

Snow White and the Huntsman

Visual effects whose work most exemplifies artistry and skill and which the visuals are achieved.

Education

Bachelor of Fine Arts in Animation

May 2008

Savannah College of Art and Design

Course study included, Animation, Rigging, Conceptual Art and Design for an Animated Short, Creation of an Animation Short, Drawing and Art History.

Associate of Fine Arts

May 2006

Hudson Valley Community College

Course study included, Drawing, Painting, Photography, Graphic Design, and Art History.