

JUSTIN FREEDEN

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EDUCATION

- B.S., Media Arts and Animation Sept 2007
The Art Institute of California, Los Angeles, CA
- B.A., Art History May 2002
University at Albany, Albany, NY
Graduated Cum Laude

EXPERIENCE

- Junior Animator – *Quantum of Solace* (James Bond) Nov 2007 – Aug 2008
Treyarch, Activision Blizzard
- Create first and third person player animations
- Animate characters utilizing both motion capture and key-framing
- Prepare animated assets to be scripted in game play
- Craft artificial intelligence (AI) including deaths, hit reactions, and traversals
- Design camera sequences and character staging cinematics
- Animator, Production Designer – *Janitors of Time* Jan 2007 - Sept 2007
Red Giant, Animation Production Team, The Art Institute of California-LA
- Coordinated shot design layout and animation staging
- Managed animation pipeline and art direction
- Designed layout, animation blocking, and camera direction
- Animator, Layout/Production Artist – *Fluid* Oct 2006 - June 2007
Fluid, Short Film Production Team, The Art Institute of California-LA
- Created file organization structures for scene assets
- Developed production shot matrices to track scene asset progression and completion
- Constructed 3D digital shot layouts and animated 3D cameras

SKILLS

- MAYA – Character animation and set-up, polygonal, NURBS modeling
Motion Builder – Motion capture manipulation and animation
3DS MAX – Polygonal modeling, lighting and texturing, animation
Photoshop – Texture creation, digital ink and paint, 2D illustration
Flash – 2D character manipulation, compositing, and animation
After Effects – 2D/3D animation compositing, animatic production, and motion graphics

INTERESTS

St. Louis Cardinals, The Adirondacks, Little League Coach, Smashball, Homemade Pizza