

Danny Southard

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OBJECTIVE

To obtain a position in character animation on a creative project that both utilizes and enhances my skills

WORK EXPERIENCE

Tippett Studio, Berkeley, CA

01/2009 ~05/2010

Character Animator

Cats & Dogs: The Revenge of Kitty Galore: Animated a variety of characters including a pigeon, several breeds of cat and face replacement animation for two of the dogs.

Priest: Animated unannounced creatures.

Cryptic Studios, Los Gatos, CA

03/2007 ~ 01/2009

Animator

Responsible for biped and quadruped animations for PC games using 3DS Max. Provided the majority of player power animations for Champions Online MMORPG. Collaborated closely with designers, character artists, and programmers to improve the overall appearance of the characters and to realize novel concepts. Used a code based system to implement animations. Involved in prototyping rigs and provided suggestions for their improvement. Play-tested games to identify and resolve animation issues.

PDL Biopharma, Fremont, CA

01/2005 ~ 03/2007

Research Associate II, Hybridoma Group

SKILLS

- Autodesk Maya (5 yrs)
- 3DS Max (1.5 yrs)
- Unix (1.5 yrs)

EDUCATION

- **AnimationMentor.com**

Diploma in Advanced Character Animation Studies

07/2006 ~ 12/2007

David Breaux

Rhythm & Hues

07/2006

Victor Navone

Pixar

10/2006

Keith Sintay

Sony Pictures Imageworks

01/2007

Greg Whittaker

Dreamworks Animation

04/2007

Ricardo Curtis

House of Cool

07/2007

Kevin Koch

Freelance

10/2007

- **DeAnza College**, Cupertino, CA

Animation Program

10/2004 ~ 03/2006

- **University of California at Davis**, Davis, CA

Bachelor of Science in Microbiology

10/1995 ~ 03/2000

AWARDS & HONORS

- **AnimationMentor Student Choice Award: Best Dialogue Acting**