

W. Jacob Gardner

CHARACTER ANIMATOR

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Objective

To apply my skills as a character animator in an environment that fosters creativity and teamwork.

Experience

- **FJORG! Iron Animator Competition, SIGGRAPH** — Fall 2007
1st Place Team
— Collaborated on a team of 3 to create a short animation from conception to completion in just 32 hours. Competed against professionals and international students while adhering to creative limitations and resisting multiple staged distractions.
- **Kalamazoo Animation Festival International: Cartoon Challenge** — Spring 2007
Team Captain
— Coordinated on a team of 4 students to make a 30-second PSA from conception to completion in just 4 days.
- **CAC Animation 12-Week Workshop** — Spring 2007
Instructor
— Taught 12 weeks of animation principles to fellow students. Emphasized importance of strong poses, planning, and blocking as fundamentals of the animation process.
- **Andrew Gordon Character Animation Workshop** — Spring 2007
Participant
— Attended intense two-day animation workshop with longtime Pixar animator, covering topics such as weight, arcs/patterns, acting, facial animation, and polish.
- **Independent Study in Advanced Character Animation** — Spring 2007
Student
— Spent a semester applying the principles of animation to various animation exercises, including walk cycles, jumps, and 2d animation tests.

Education

- BFA in Digital Arts,
Bowling Green State University, 2003—2007

Honors & Awards

- **First place, FJORG! Iron Animator Competition**
2007 SIGGRAPH (team award)
- **First place, Animation**
2007 BGSU Undergraduate Art Exhibition
- **First and Third places, Animation**
2006 BGSU Undergraduate Art Exhibition

Software

- **Proficiency in:** Maya, Photoshop, After Effects, Flash, Final Cut, Audition
- **Experience in:** 3D Studio Max, Illustrator, Painter, Soundtrack Pro, Dreamweaver
- **Code knowledge:** MEL, C++, ActionScript, HTML

References available upon request