

Jason Rayner

Animation and Illustration

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Skills:

3D Character Animation
Modeling
Rigging

Illustration/Drawing
Graphic/Web Design
Printmaking

Software:

Maya
Blender
Adobe Creative Suite

Some Experience in Cinema 4D
and Unity
HTML / CSS / Javascript

Experience:

Toca Boca

Contract Animator (August 2015, March 2016)

Created animations/GIFs for promotional use online. Responsible for start-to-finish modeling, rigging, and animation of characters created and storyboarded by the Creative Director.

Robert Paraguassu

Contract Animator (January-March 2016)

Character animation for a yet-unreleased web series created by Robert Paraguassu, the 3D lead for the show "Archer."

Motional LLC

Contract Animator (November 2015-January 2016)

Character animation for "Gary the Gull," a virtual reality short film shown on the Oculus.

Ataboy Studios

Contract Previs Animator (July 2015-August 2015)

3D pre-visualization for an animated spot for "Shared Hope International." Modeled stand-in characters and assets, and rigged characters and ropes/chains where necessary. The spot has been selected to screen at Annecy International Animation Festival 2016.

Aatma Studios

Contract Animator (June 2015)

Character animation for an upcoming app.

Encyclopedia Pictura

Contract Animator (September 2014-April 2015)

Character animation and landscape modeling on the music video for "Boys Latin" by Panda Bear.
Game animation for a soon to be released interactive music video.

My Big Brother

Writer, Director, Animator (2014)

Graduation short film created while at Savannah College of Art and Design. Responsible for the original story, team management, animation, modeling, and rigging. "My Big Brother" received multiple awards and has been shown in more than 25 festivals world-wide.

Classical Academic Press

Contract Illustrator (2008-Present)

3D and digitally-drawn textbook illustrations based on analysis of in-production manuscripts. Published in 11 textbooks so far, most notably and recently the entire "Writing and Rhetoric" series.

Recognitions and Exhibitions:

- "My Big Brother" - won **Best Student Film** at the 42nd Annie Awards (2015), won **Best Animation** at Top Shorts Online Film Festival (2015), won **Special Jury Prize** at CICDAF, Changzhou, China (2015), was a **Prize-winning Finalist** in the Cartoon Brew Annual Student Film Fest (2014), and won the **Dean's Award** at the SCAD Senior Animation Show along with the **Achievement in Original Storytelling** and **Achievement in Film Language** award (2014).
- **Artemis** (SCAD Literature Journal) - published an original poem titled "Weightless" (2014)
- **SCAD Small Works Show** - selected copper-plate etchings: "Blue Man," "Your Hands" (2013)
- **SCAD Foundations Honor Show** - selected sculpture: "Wave" (2011)

Education:

Savannah College of Art & Design

BFA in Animation (2014)

Focused on character animation electives, including quadruped and acting classes. Also took courses in traditional art, life drawing, and printmaking.

Dean's List, Artistic Scholarship, Academic Honors Scholarship (2010-2014)