

Jason Rayner - 3D Character Animator

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Skills

- 3D Character Animation
- Software: Maya, Blender, Unity, Adobe Creative Suite, Some Cinema 4D
- Scripting animation tools in Python, 3D Modeling and Rigging

Experience

Evil Eye Pictures / Google - 3D Character Animator - San Francisco, Mar. 2018 - Present

- Character animation, movement system prototyping and technical setup for the Google AR app "Playground."

TinyCo/Jam City - 3D Character Animator - San Francisco, Apr. 2016 - Mar. 2018

- Animated superheroes flying around, fighting, and goofing off in the Marvel Avengers Academy mobile game. Participated in animation planning meetings.

Toca Boca - 3D Character Animator - San Francisco, Aug. 2015, Mar. 2016

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

Robert Paraguassu - 3D Character Animator - San Francisco, Jan. - Mar. 2016

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

Motional - 3D Character Animator - San Francisco, Nov. 2015 - Jan. 2016

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

Ataboy Studios - Previs Animator - San Francisco, July - Aug. 2015

- 3D 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 was selected to screen at Annecy International Animation Festival 2016.

Aatma Studio - 3D Character Animator - San Francisco, June - July 2015

- Character animation for a bank's app prototype.

Encyclopedia Pictura - 3D Character Animator - San Francisco, Sep. 2014 - Apr. 2015

- Character animation and modeling on the music video for "Boys Latin" by Panda Bear, plus an interactive music video app.

"My Big Brother" - Writer, Director, Animator - Savannah, GA - 2014

- Graduation short film created while at SCAD. Original story, team manager, animation, modeling, and rigging.

Awards and Exhibitions

"My Big Brother" Awards: 42nd Annie Awards: Best Student Film — Top Shorts Online Film Festival 2015: Best Animation — Cartoon Brew Student Film Fest 2014: Prize-Winning Finalist — SCAD Animation Show 2014: "Dean's Award for Achievement in Filmmaking," "Achievement in Original Storytelling," and "Achievement in Film Language" (Nominated for nine awards total)

"My Big Brother" Official Selection (all 2015): Annecy International Animation Film Festival — Stuttgart International Festival of Animated Film — New York Children's International Film Festival — TIFF Kids — San Francisco International Film Festival — Best of Tricks for Kids

Education

BFA in Animation - Savannah College of Art and Design - Savannah, GA - 2014

- Artistic and Academic Honors scholarship, Dean's List - 2010 - 2014
- Key Courses: 3D Character Animation 2 + 3, Acting for Animators, 3D Quadruped Animation, Action Analysis, 2D Character Animation 1, Screen Design, Life Drawing, Humor Writing