

Dale Cannon

Character Animator

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www.Canimation.com

OBJECTIVE

To grow and better myself and my skills in animation and acquire a character animation position in the TV, Film or Gaming industry and a lot of fun along the way.

WORK EXPERIENCE

Animatic Media, 6/2010 – 1/2012

- Responsible for character animation on The Adventures of Kami and Big Bird as well as animatic animations for several other projects.

Shadows in Darkness, 6/2010 – 1/2011

- Responsible for character animation on various game projects for Sony, McDonald's/Shrek and Nickelodeon.

Digital Code Works, 6/2009

- Freelance iPhone game animations Responsible for main character animations for iPhone game.

EDUCATION

2020 CG Masters Academy

Currently enrolled in Character TD Program

Intro to Rigging: Mentor: Fabio Siino

2019 ANIMATION MENTOR

Game Animation Fundamentals

Mentor : Reid Johnson

2008-2010

WWW.ANIMATIONMENTOR.COM

MENTORED BY:

TERM 1: Wes Mandell (ILM)

TERM 2: Brett Coderre (Pixar)

TERM 3: Morgan Kelly (Dreamworks)

TERM 4: Nicolle Herr (Furious FX)

TERM 5: Jay Jackson (Furious FX)

TERM 6: Victor Navone (Pixar)

SKILLS

MAYA, 3D Studio Max, Blender, Zbrush, Unity, Unreal, Rigging, Python(basic), Modeling, Photoshop, Illustrator, Premiere

HOBBIES

Martial Arts, CNC, CAD for CNC, Metal and Woodworking, Game developing(Unity3D), Sketching and my Motorcycle.