

Jason McKeeman

www.animationbreakdown.com / jason@animationbreakdown.com / Cell: (604)671-2483
5078 Sherbrooke St, Vancouver, BC V5W 3M2

Credits

- ★ Escape From Planet Earth, Feature Film
- ★ Barbie in a Fashion Fairytale, DTV
- ★ Invictus, Feature Film
- ★ Barbie and the Three Musketeers, DTV
- ★ Barbie Presents Thumbelina, DTV
- ★ Barbie in a Christmas Carol, DTV
- ★ Barbie & The Diamond Castle, DTV

Work Experience

11/2009 - Present

Technical Animator, Rainmaker Entertainment

Vancouver, BC
Full Time

- ★ Build & test cloth and hair rigs to be applied and cached on Qube render farm
- ★ Develop and maintain cloth pipeline scripts and tools
- ★ Fix problematic shots

04/2009 - 11/2009

Technical Animator, CIS Vancouver

Vancouver, BC
Full Time

- ★ Develop procedural nCloth pipeline for crowds being rendered in Houdini
- ★ Automation of character assembly, nCloth simulation, geometry caching, and delivery of simulated geometry to production pipeline
- ★ Collaborate with 3D leads from Layout, Animation, Modeling, Texturing, Rigging and Pipeline disciplines to ensure geometry and rigs being delivered meet production needs

04/2008 - 04/2009

Technical Animator, Rainmaker Entertainment

Vancouver, BC
Full Time

- ★ Build & test cloth, hair and ribbon rigs to be applied and cached by animators
- ★ Develop and maintain cloth pipeline scripts and tools
- ★ Fix problematic shots

09/2007 - 04/2008

Teaching Assistant, Vancouver Film School

Vancouver, BC
Full Time

- ★ Provide support for 3D animation and visual effects instructors
- ★ Assist students with their assignments and final projects
- ★ Provide character rigs (XSI & Maya) to support assignments

07/2004 - 08/2006

President, Surf and Destroy Corp.

Edmonton, AB
Self Employed

- ★ Provide web design and development services for entrepreneurs
- ★ Information architecture, usability analysis and consultation

08/2002 - 08/2004

Senior Design Technologist, CodeBaby Corp.

Edmonton, AB
Full Time

- ★ Act as liason between art, marketing, quality assurance and development teams
- ★ Train employees and clients to implement CodeBaby productions using 3ds max and proprietary software
- ★ Develop the CodeBaby JavaScript library and implement coding standards
- ★ Implement and maintain version control system for production assets and train artists to use them

- ★ Design user interfaces for proprietary software
- ★ Created a “Random Autonomous Animation Engine” using aggregate data from past productions

09/2000 – 08/2002 Digital Media Designer, Iomer Internet Solutions

Edmonton, AB
Full Time

- ★ Design all web, UI and preprint content
- ★ Develop Flash animations, components, and advertisements
- ★ Integrate and develop HTML layouts
- ★ Create custom content management systems
- ★ Rapid prototyping for both online and offline proposals

10/1999 – 08/2000 Web Designer, Strathcom Media

Edmonton, AB
Full Time

- ★ Design and develop websites from concept to completion
- ★ Train other designers to use Flash, ActionScript, JavaScript & CSS
- ★ 3d modeling and animation for various images and Flash elements

Education

08/2006 – 08/2007 3D Animation & Visual Effects, Vancouver Film School

Vancouver, BC
Full Time

- ★ Completed a 1 year immersive training program
- ★ Focused on animation and rigging

09/1997 – 06/1999 Visual Arts Diploma in Interactive Digital Design, Grande Prairie Regional College

Grande Prairie, AB
Full Time

- ★ Studied drawing, design, 2D and 3D digital imagery, electronic publishing, music technology, biology, computer science and art history

Software Knowledge

- ★ Experience working in Windows, Mac, Linux and mixed networked environments
- ★ Advanced knowledge of Maya, XSI, Adobe Creative Suite
- ★ Intermediate knowledge of Houdini, Nuke, Shake, mental ray, Renderman/3delight
- ★ Proficient with Python, PyMEL, MEL, JavaScript, XHTML/CSS

Professional Development

- ★ CGSociety: "Character Rigging in Maya", "Mechanical Rigging in Maya" by Todd Widup
- ★ CGSociety: "Technical Direction in XSI with Python" by Raff Fragapane
- ★ VanArts: "Animation Master Class" by Pixar's Andrew Gordon
- ★ FXPHD: Courses in Nuke, Shake, Houdini, Massive and Realflow

Awards

- ★ 2006 Vancouver Film School Roadshow Scholarship Recipient

References available upon request.