

# Jason McKeeman

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

## Credits

---

- ★ Escape From Planet Earth, Feature Film
- ★ Unannounced Game Title, In-Game Cinematics (cloth lead)
- ★ 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

Vancouver, BC  
Full Time

### Creature FX TD, Rainmaker Entertainment

- ★ Build & test simulation rigs
- ★ nCloth and hair pipeline & tools development
- ★ Simulation & shot finaling

### 04/2009 - 11/2009

Vancouver, BC  
Full Time

### Technical Animator, CIS Vancouver

- ★ Development of procedural nCloth pipeline for crowds
- ★ Automation of character assembly, nCloth simulation, geometry caching, and delivery of simulated geometry to Houdini pipeline
- ★ Collaboration with other departments to ensure geometry and rigs met production needs

### 04/2008 - 04/2009

Vancouver, BC  
Full Time

### Technical Animator, Rainmaker Entertainment

- ★ Build & test simulation rigs
- ★ Syflex and XSI Cloth pipeline & tools development
- ★ Simulation & shot finaling

### 09/2007 - 04/2008

Vancouver, BC  
Full Time

### Teaching Assistant, Vancouver Film School

- ★ 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

Edmonton, AB  
Self Employed

### President, Surf and Destroy Corp.

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

### 08/2002 - 08/2004

Edmonton, AB  
Full Time

### Senior Design Technologist, CodeBaby Corp.

- ★ 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
- ★ Focus 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**

---

- ★ “Anatomy for Artists” Online Course by Scott Eaton
- ★ 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.**