

JENNIFER BURCHFIELD

CHARACTER ANIMATOR

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🕒 EXPERIENCE

Outsource Animator -- Blizzard Entertainment -- Irvine, CA ■ present
- Provide critiques and a final check/ polish for World of Warcraft animations that have been sent to an outsource studio. Also animating new content for a upcoming release of WoW.

Character Animator -- LAUNDRY! Design -- Los Angeles, CA -- 2016
- Animation for Samsung Olympic advertisements.

Character Animator -- Carbon VFX -- Los Angeles, CA -- 2016
- Animation for an Oculus game play trailer created for E3.

CG Animator -- Buck Design -- Los Angeles, CA -- 2016
- Animation for a Facebook birthday live action/ animated video.

Character Animator -- Duncan Studio -- Los Angeles, CA -- 2016
- Character animation for "The Nut Job 2" (2016), a fully animated feature length film directed by Cal Brunker.

CG Animator -- Disney ABC Television Group -- Los Angeles, CA -- 2015
- Character Animation and generalist work for Disney Junior on a beta game for Sofia the First.

Character Animator -- Brain Zoo Studios -- Los Angeles, CA -- 2015
- Character animation and layout on and off at Brain Zoo since 2013.
Some of the projects I've worked on include Marvel Heroes United 2, The Ultimate Spiderman, Sick Bricks, Tales from the Borderlands, Disney Infinity 3: Star Wars and Inside Out, and Skylanders: Superchargers.

Character Animator/ Generalist -- Duck Soup Studios -- Los Angeles, CA -- 2014
- Created character model and animation for an undisclosed fine art show in London, England.

Character Animator -- BiG MACHiNE -- Los Angeles, CA -- 2014
- Provided 3D animation and motion graphics for BET and Disney XD.

Character Animator/ Generalist -- Visual Creatures -- Los Angeles, CA -- 2013
- Motion graphics animation and production coordination for David Grohl's "Sound City". Also created sets, props, rigs, and character animation in Cinema 4D for a Greenlight Financial commercial and an internal short film. (April - July 2013)

✦ SOFTWARE

Maya
Photoshop
After Effects
Illustrator
Nuke
3DS Max
Cinema 4D

○ SKILLS

Layout
Animation
Modeling
Rigging
Compositing

▶ EDUCATION

Animation Mentor -- 2013
Advanced Character Animation

Columbus College of Art & Design -- 2010
Bachelor of Fine Art: Animation
Magna cum laude

School of Visual Arts -- 2012
Master of Fine Art: Computer Art

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