

JENNIFER BURCHFIELD

CHARACTER ANIMATOR

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🕒 EXPERIENCE

CG Animator -- Buck Design -- Los Angeles, CA -- 2016 ■ present
- Animation for an undisclosed project.

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 an undisclosed project.

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 -- Art + Science Labs -- Los Angeles, CA -- 2015
- Provided lip sync animation in Dutch for an undisclosed project.

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)

Animator and Producer -- Lillian Schwartz -- New York, NY -- 2011
- Collaborated with artist to create a 3D animated short film using original artwork. Finished film was featured in artist's retrospective at MoMA, Fall 2012.

◆ SOFTWARE

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

○ SKILLS

Layout
Animation
Modeling
Rigging
Compositing

● EDUCATION

Animation Mentor -- 2013
Advanced Character Animation

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

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

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