

Seth Kendall

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Demo Reel: <http://www.sethkendall.com/>

Overview

I am a production animator and rigger with expertise in Softimage XSI, Maya, 3D Studio Max, and traditional animation. My experience within production pipelines from a senior level has given me a solid understanding of the organization, collaboration, and quality control necessary to produce high-impact animation in an efficient manner. I always strive to take on new and challenging work wherever possible and, above all else, work toward producing a high-quality final product.

Professional Experience

NCsoft: Carbine Studios, Irvine, CA

Senior Animator, October 2009 – Present

Workload emphasis on priority character animation. Continue to build character, creature, and prop rigs as well as specialized prop animation where needed. Mentor and train other staff on producing assets well tailored to our animation pipeline.

NCsoft: Carbine Studios, Irvine, CA

Technical Animator, October 2008 – October 2009

I am in charge of rigging nearly all our characters and creatures, rigging and animating all props, and animating various creatures and characters. Work is for unannounced MMO in development.

Take 2 Interactive: Cat Daddy Games, Bellevue, WA

Production Animator, January 2008 – December 2008

In charge of all animation and animation tech for *Carnival Games Mini-Golf* for the Nintendo Wii. Also contributed on *Carnival Games DS* and *Birthday Party Bash*.

Wag'N Enterprises, Herndon, VA

Contract Animator and Illustrator, December 2007 – March 2008

Created 2D animated commercial and DVD packaging design. Output to digital files.

2 Logic Studios, Philadelphia, PA

Contract Animator, October 2007

Created 2D animated commercial for product *Monster Spray*. Shown on Nickelodeon, Cartoon Network and select movie theaters.

Benchmark Communications, New York, NY

Contract Animator, May 2007 – September 2007

Created 2D animated short *The Leadership Secret of Gregory Goose*. Output to DVD distributor and web.

Drexel University, Collage of Media Arts and Design, Philadelphia, PA

Adjunct Professor, September 2006 – March 2007

Splat Productions, Philadelphia, PA

3D Artist, March 2005 – December 2006

Vcom3D, Orlando, FL
Research and Development , September 2005 – June 2006

Program Expertise

Softimage XSI, Maya, 3D Studio Max, Motionbuilder

Education

Drexel University; Philadelphia, PA
Bachelor of Science in Digital Media, Magna Cum Laude
Master of Science in Digital Media, Magna Cum Laude

Festival Circuit

- First Place in 2D Animation: SIGGRAPH SPACE-Time Student Competition 2007
- First Place in Visual Effects: SIGGRAPH SPACE-Time Student Competition 2006
- Official Selection: Philadelphia Film Festival 2007
- Official Selection: San Francisco Festival of Animation 2007
- Best in Show: West Virginia Flash Animation Festival 2007
- Best Experimental Film: Greater Philadelphia Student Film Festival (GPSFF) 2006
- Best Graduate Experimental Film: GPSFF 2007