

Christine Phelan

Character Animator

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Experience

Double Fine Productions – San Francisco, CA

September 2008 – Present

Animator

Unannounced Titles (October 2009 - Present)

- In-game and cinematic animation.
- Additional modeling, rigging, and texturing.
- Worked closely with design and gameplay programmers on combat and character implementation.

"Brütal Legend" PS3 and Xbox360 (September 2008 - September 2009)

"Brütal Legend DLC - Hammer of Infinite Fate" (September 2009 - October 2009)

- Created in-game and cinematic animation.

Meindbender Animation Studio – Trollhättan, Sweden

April 2010 - May 2010

Freelance Animator

- Off-location animation for "COOP" commercial spots.

LucasArts Entertainment – San Francisco, CA

February 2007 – September 2008

Animator

"Star Wars The Force Unleashed" PS3 and Xbox360 (February 2007 – April 2008)

"Force Unleashed DLC - The Jedi Temple" (April 2008 - September 2008)

- In-game and cinematic animation.

Nickelodeon Animation Studios – Burbank, CA

Winter 2006

Production Intern

"Catscratch"

- Assisted production staff by preparing artwork for overseas shipments, database management, general office duties, etc.
- Storyboard breakdowns for character and prop artwork.

Education

Bachelor of Fine Arts in Animation – *magna cum laude*

Savannah College of Art and Design (SCAD)

Graduated Summer 2006

Honors & Awards

Red Bull Soapbox Race USA 2009 - Los Angeles, CA

First Place - Team "Ironheade"

Built and raced a soap box cart for the 2009 Red Bull Soapbox Race. Set new Red Bull Soapbox Race top speed. Rocked out.

Software

- Maya
- Adobe Photoshop
- Adobe After Effects
- 3D Studio Max
- Adobe Illustrator
- Adobe Premiere

*Current demo reel and references available upon request.

