

Christine Phelan

Character Animator

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Experience

Double Fine Productions – San Francisco, CA **September 2008 – Present** **Character Animator**

"Brütal Legend" (XBox360/PS3)

"Brütal Legend DLC - Hammer of Infinite Fate" (XBox360/PS3)

- Keyframe animation and implementation of cinematics, characters, and creatures.

LucasArts Entertainment – San Francisco, CA **February 2007 – September 2008** **Character Animator**

"Star Wars: The Force Unleashed" (XBox360/PS3)

"Force Unleashed DLC - The Jedi Temple" (XBox360/PS3)

- Keyframe animation and implementation of pre-rendered and in-game cinematics, characters, and creatures.
- Collaborated with technical staff on cinematic pipeline and animation workflow improvements.

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.

SCAD Summer Session and Art Educators Forum – Savannah, GA **Summer 2005** **Figure Drawing Teaching Assistant**

- Assisted professors in the education of high school students and high school level art teachers; gave lectures demonstrating various drawing techniques and provided feedback on artwork.

Education

Bachelor of Fine Arts in Animation – *magna cum laude*
Savannah College of Art and Design (SCAD)
Graduated Summer 2006

Software

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



***Current demo reel and references available upon request.**