

Dan Lauer

Character Animator

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<http://danimateit.com/>

Summary

Talented CG Character Animator with background in software development and project management. Eager to animate for a creative, energetic studio in the film, television or high-end commercial industry.

Animation Experience

- Animation and CG Supervisor, Roninfilm, April 2012 – Present
 - Leading a team of 12 animators for a mixed live action/animated web series.
 - Promoted to overall CG supervisor in June.
 - See our trailer at <http://thenewkindseries.com/>
- Maya Springboard Instructor at AnimationMentor.com, January 2012 – Present
- Freelance Animator at David Gregg and Associates, September – November 2011
 - Created a 3 minute children's music video for the Laurie Berkner Band to be distributed through iTunes.
 - Responsible for all story-boarding, modeling, texturing, rigging, animation, lighting, rendering and compositing.
- Freelance Animator for Valley Shepard Creamery. March–April 2011 / January–February 2012
 - Created two twenty second web site splash screens.
 - Created 100% of the content including all organic and hard surface modeling, texturing, rigging, animation, fur effects, lighting and multi-pass rendering using Maya and AfterEffects.
- Alumni Tutor at Animation Mentor, October 2011 – Present
Conduct a weekly web-based Q&A to assist animation students with Maya technical issues.
- Animation Supervisor, Roninfilm, April 2011 – October 2011
 - Promoted to Animation Supervisor to oversee all creature animation for feature film “Spiders 3D”. The film combined CG animation and stereoscopic live action footage.
 - Supervised a team of 30 animators.
 - Animated two of the more complicated creature shots.
 - Created animation handbook and developed workflows.
- Character Animator, Walsh Family Media, November 2010 – February 2011
Character animation and rigging on an independent feature film
- Character Animator, Devils, Angels and Dating, July – October 2010
Animated two shots for a short film.

Education

- AnimationMentor.com, Emeryville, CA. Certificate of Advanced Studies in Character Animation, December 2009. Awarded “Most Supportive Student” by classmate vote
- School of Visual Arts, New York, NY. Continuing Education coursework in Stop Motion Animation, Life Drawing and Advanced Maya
- University of Dayton, Dayton, OH. Bachelor of Electrical Engineering

Qualifications

- Extensive knowledge of Maya 2011 including animation, rigging, dynamics and MEL scripting
- Proficient in Photoshop, After Effects, Combustion and Flipbook
- Programming skills including Unix Shell, C++, C#, Perl scripting, Oracle PL/SQL and HTML

First Career Highlights

- Successful career as an IT professional in the financial industry with Credit Suisse, Mizuho Corporate Bank, DEC, Reuters and others
- Managed global teams on software development and database projects
- Consistently delivered high quality while meeting tight schedules
- Consistently advanced through multiple roles and organization ranks
- Full CV and extensive references available on request

Mentor Kudos

- *"Dan is a great student; open-minded, willing to learn and is very thoughtful in his approach to animation. He has a great attitude towards the class and animation in general. He also takes criticism extremely well and really is able to follow direction, a quality every studio loves in an animator."* – Elliot Roberts, Animator at Double Fine Productions
- *"Dan is very good with planning his shots. His shots have a sense of fun, and often very ambitious. Dan is great to work with as he takes all feedback and critique to heart. He does everything he can to improve and get better every week."* – Bryan Engram, Animation Director at Reel FX Entertainment
- *"Dan is a pleasure to mentor -- he is thoughtful, responsive, enthusiastic, and dedicated. He takes feedback extremely well, and was an asset to the rest of the class. His grasp of the animation basics is fairly strong, and he loves to bring the 'extras' to his shots."* – Kevin Koch, Animator at Super 78
- *"Dan is one of the hardest working animation mentor [students] that I have seen. He is always asking for more feedback and trying to hear what he can do to make his work better. He takes criticism and direction very well and he works hard to get those notes in his work. He also has a nice feel for how the body should move. Dan's also not afraid to try new things and get them to work in his shots. He also has a nice sense of acting and his dialogue and facial performance feels sincere and finished"* – Peter Kelly, Animator at ILM.