

## Travis Yee

Animator, Previs, and Layout Artist

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### **Work Experience**

#### **Halon Entertainment** – Previs Artist

**Apr 2010 to Present**

- Create shots for commercials and feature film as determined by the Director and Previs Supervisors, and make changes as desired.
- Create and animate 3d assets as needed.

#### **Lucas Telepictures** – Generalist

**Dec 2007 to Apr 2010**

- Animation, modeling, rigging, skinning, UV unwrapping, and blendshape creation for assets used for a children's show titled *Crab Cove*.
- Research and development on several properties owned by Ternion Pictures.

#### **Reinvented Inc.** – Animator

**Nov 2007 to Mar 2008**

- Animation and rigging for an interactive floor game titled *Skittles: Crush the Rainbow* and a mobile game titled *Billy & Mandy in Tomb of the Zombies*.

#### **Xtrackrz** – Mocap Artist

**Jul 2007 to Nov 2007**

- Mocap and keyframe animation for a film titled *Foodfight!* and a children's show titled *Bop-A-Lots*.

#### **Symbolic Pictures, LLC** – Animator

**Sep 2006 to Oct 2006**

- Animation for the Arizona Cardinals Mascot used for sequences that were displayed on the jumbotron during games.
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### **Education**

#### **California State University, Chico**

Bachelor of Science – Applied Computer Graphics

**Chico, CA  
May 2009**

#### **CSU Summer Arts**

An intensive 2-week animation workshop.

**Fresno, CA  
Jul 2005**

#### **Sacramento City College**

Associate of Arts – Graphic Design

**Sacramento, CA  
May 2005**

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### **Related Experience**

#### **Game Developers Conference** – Conference Associate

**Mar 2010 to Apr 2010**

- Assisted conference staff and attendees.

#### **California State University, Chico** – Lab Assistant

**Aug 2006 to Dec 2006**

- Assisted professor during lab sessions.
- Helped students and answered any questions.

**References:** Available upon request.