

Travis Yee
Character Animator

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Objective

To obtain an entry-level position as an animator with a studio where I can continue to grow and contribute at a high level.

Qualifications

Experienced in keyframe animation and working with mocap data.
Knowledge of modeling, UV unwrapping, texturing, rigging, weight mapping, and creating blendshapes.
Ability to learn new software quickly and efficiently.
A team player who thrives under pressure.
Experienced using Maya, Lightwave, MotionBuilder, Mirage, Photoshop, Illustrator, and Premiere.
Knowledge in 3ds Max, Flash, Toon Boom, and Milkshape 3d.
A passion for film, games, and animation.

Work Experience

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| Lucas Telepictures – (Contracted when needed) Character Animator/Generalist | Dec 2007 to Present |
| <ul style="list-style-type: none">• Animated, modeled, rigged, skinned, and UV unwrapped models used for “Crab Cove”.• Did research and development on several properties owned by Ternion Pictures. | |
| Reinvented Inc. – Freelance Character Animator/Rigger | Nov 2007 to Mar 2008 |
| <ul style="list-style-type: none">• Animated and rigged 4 characters under an extremely intense deadline for an interactive floor game by Reactrix Systems called “Skittles: Crush the Rainbow”.• Animated and rigged characters on a mobile game called “Billy & Mandy in Tomb of the Zombies”. | |
| Xtrackrz Inc. – Character Animator/Mocap Artist | Jul 2007 to Nov 2007 |
| <ul style="list-style-type: none">• Worked in a team-based studio environment under strict deadlines.• Blended mocap data with Keyframe animation for the feature film “Foodfight!”• Cleaned mocap data and keyframed facial animation for a kid’s show called “Bop-A-Lots”. | |
| Symbolic Pictures, LLC – Character Animator | Sept 2006 to Oct 2006 |
| <ul style="list-style-type: none">• Animated Arizona Cardinals mascot for sequences that were displayed on the jumbotron during games. | |
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Education

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| California State University, Chico
Bachelor of Science – Applied Computer Graphics (Computer Animation) | 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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Awards/Accomplishments

Nov 2006 – CSU Media Arts Festival – Camarillo, CA
1st Place in Animation Category – “Working Stiffs” (Animated Student Film)

References: Available upon request.