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| **Wesley Chandler Animator**www.wesleychandler.com 518-570-0965 | 778-317-0937 heywesley@gmail.com |
| **Experience****Animation Supervisor****MPC Moving Picture Company** (2016 - 2018)* Reached a new level of human realism in the animation industry
* Facilitated client communication and creative direction
* Participated in cross department collaboration for optimized production
* X-men: Dark Phoenix
* Blade Runner: 2049

**Lead Animator****MPC Moving Picture Company** (2015 - 2016) * Supported teams of artists with creative direction and technical problem solving
* Worked on pre-production of rigs and workflow processes
* Animated challenging VFX orientated shots
* Predator
* Ghost in the Shell
* X-men: Apocalypse
* Independence Day 2: Resurgence
* Batman v Superman
* Goosebumps

**Animation Instructor****Vancouver Film School** (2014 - 2015)* Mentored a class of 5 – 15 students
* Helped direct and guide students demo reels
* Gave lectures once a semester on topics in animation

**Character and Prop RiggerBardel Entertainment** (2014) * Rigged characters to pipeline specifications
* Created custom scripts to speed workflow and accuracy
* Asset checked all props and characters before client delivery
* Re-modeled props for lowRes and Proxy resolution
* Veggie Tales in the House

**Intermediate Animator****Sony Pictures Imageworks** (2010 - 2014) * The Amazing Spiderman 2
* Cloudy with a Chance of Meatballs 2
* Oz: The Great and Powerful
* Men in Black III
* The Smurfs

**Animation InstructorArt Institute of Vancouver** (2013 - 2014) * Created lectures and 1 on 1 lessons to students on fundamentals of 3D
* Taught a class of 15 – 25 students
* Improved and helped continue development of the syllabus
* Basic 3D Concepts
* Animation Level 1

**Senior Animator****Nerd Corps Entertainment** (2008 – 2010) * Developed pilot projects as well as game cinematic for Activision
* Taught animation and pipeline to new animators
* - Created simple scripts, cycles, and clips for use throughout production
 | **Achievements****VES Award Nomination** (2018)For Outstanding Animated Character in a Photoreal Feature on Blade Runner 2049**HPA Award Nomination** (2018)For Outstanding Visual Effects on Blade Runner 2049**Animation Tools Integration** (2017)Implementation of handwritten code to improve productivity and efficiency in animation and overseeing pipeline improvements**Employee of the Month Award** (2015)For outstanding work and contribution in the role of Lead Animator on Goosebumps**Applause Award** (2013)for outstanding performance and lasting contribution on Oz: The Great and Powerful**Applause Award** (2012)for outstanding performance and lasting contribution on Men in Black 3**Selected for Annie Awards Submission** (2011)Selected to go for nominations for the Annie Awards ‘character Animation in a Feature Production’ on ‘The Smurfs’**Skills Canada Canadian Nationals** (2006)1st Place in Regional’s, Provincial’s, and National’s**Full Tuition Scholarship** (2006)Full Tuition Scholarship for the Art Institute of Vancouver**Skills** * Character Animation
* Quadruped Animation
* VFX Animation
* Python Animation Tools
* Motion Capture
* Rigging
* Rotomation
* Camera and Layout
* Rigid Body Dynamics
* Modeling
* Cinematic Editing
* 3D Generalist
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