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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 Rigger Bardel 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 Instructor Art 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 |