

Isaac Hingley

2011 Nelson Ave. #4 Redondo Beach, CA 90278 ♦ (480) 239-4972 ♦ isaac@isaachingley.com

OBJECTIVE

To work as a character animator and collaborate with others that share my passion for the medium.

WORK EXPERIENCE

Pixomondo, *Animator*, 01/11~Present

Vfx Character/ creature animation, for feature films: “Green Lantern”, “Journey 2: The Mysterious Island”, and “Terra Nova” Season 1

Moo Studios, *Animator*, 01/11

Motiongraphics animation on a commercial for “Dial”. Animation and animation control setup.

Big Machine Design, *Character Animator*, 11/10~12/10

Character animation, vfx and motion graphics on promos for YTV, Winstar Casino, The Stratosphere, TV Guide Fashion Team, and more.

Charlie Company, *Character Animator*, 10/10

Vfx character animation on three commercials for Disney. Animating Mickey and Minnie Mouse, Handy Manny and his tools, Special Agent Oso, and the Jungle Junction characters.

Whodoo EFX, *Character Animator*, 07/10~8/10

Vfx creature animation and hand keyed 3D tracking/matchamation on the feature film "Passion Play". Giving Megan Fox wings!

Framework LA, *Animator*, 06/10

Animation, some rigging, animation cleanup on the promotional short film for the Indomina Film Group.

Capacity, *Animator*, 04/10 ~ 05/10

Animation, animation set-up, and motion graphics on Northwestern Mutual "EconoMe" "Power" and "A Foundation For Life".

Big Machine Design, *Character Animator*, 02/10~03/10

Character animation on Riverwind “Melee” and Windstar “Split”

Psyop / MassMarket, *Animator*, 12/09 ~ 01/10

Vfx pre-viz animation on Vizio "Forge" a 2010 Super Bowl Commercial.

Capacity, *Character Animator*, 10/09

Character animation on a dual brand project for Cartoon Network and Wal-Mart.

The Core, *Character Animator*, 05/09

Character animation on a promo for “The Legends at Sparks Marina”.

Capacity, *Character Animator*, 04/09

Character animation on bumpers for Cartoon Network.

Renkewitz Studios, *Character Artist*, 02/09 ~ 03/09

Character poses and layout on CG promo stills for “Ghostbusters” the game.

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WORK EXPERIENCE CONTINUED

Capacity, *Character Animator*, 06/08 ~ 01/09
Character animation on bumpers for the Cartoon Network rebrand.

XLT Animation, *Character Animator*, 10/07 ~ 06/08
Character/creature animation, and shot layout on “*The Princess Twins of Legendale*” a family adventure feature.
Character and creature animation on Neopets “*Key Quest*” MMORPG
Character animation for vMTV MMORPG

Glueworks Animation, *Character Animator*, 07/07
Character animation on the “*Buzby and the Grumble Bees*” promo.

SOFTWARE

Maya, Cinema 4D, Softimage/XSI, After Effects, Photoshop

EDUCATION

AnimationMentor.com
Diploma in Advanced Character Animation Studies (Graduation) 09/06

Mesa Community College
3D Animation, Graphic Arts/Design, Life Drawing, Computer-Photo Imaging, and Web Design studies

RECOMENDATIONS

Available Upon Request

REEL BREAKDOWN

***All Animation Is Hand Keyed**

Wall Jump: Character Animation, Layout

Playing Card Shots: Character Animation, Layout, Texture Linking

CN Zombies: Character Animation, Layout

Pegasus Shots: Character Animation, Layout

The Dance: All Animation, Concept, Storyboards, Direction, Layout, Lighting, Rendering

Grey Guys: Character Animation, Layout

CN Star Wars: Character Animation, Layout

Happy Birthday: Character Animation, Layout

Flying Creature: Character Animation, Layout