

Isaac Hingley

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OBJECTIVE

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

WORK EXPERIENCE

MPC, *Previs/Postvis Artist*, 01/14~Present

Postvis on Dawn of the Planet of the Apes. Previs on another cool creature film, as well as a commercial attached to a major film due to release very soon. Character, creature and camera animation, camera layout, and some environment, character, and prop modeling/texturing.

Baked FX, *Creature Animator*, 07/13~10/13

Vfx Creature animation on a film.

Blind Squirrel / Buffalo Digital, *Senior Animator*, 01/13~05/13

Working on sight on *Dawn of the Planet of the Apes*.

High Res Hype, *Character/Creature Animator*, 12/12

Vfx Creature animation, for a pilot.

Baked FX, *Character/Creature Animator*, 10/12

Vfx Character/Creature animation on “*Chu and Blossom*”.

Pixomondo, *Creature Animator*, 09/12~10/12

Character animation and hand keyed tracking for “*Grimm*”

Bento Box Interactive, *Character Animator*, 08/12~09/12

Character animation on “*The Journals of Mama Mae and Lee Lee*”.

Pixomondo, *Character/Creature Animator*, 01/11~06/12

Vfx Character/Creature animation, for: “*Star Trek: Into Darkness*”, “*After Earth*”(pre-vis), “*300: Rise of an Empire*”(pre-vis), “*The Amazing Spider-Man*”, “*Journey 2: The Mysterious Island*”, “*Snow White and the Huntsman*”, “*Green Lantern*”, “*The Hunger Games*”, “*Hugo*”, “*Game Of Thrones*”, “*Grimm*”, “*Terra Nova*”. and a few unreleased titles.

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!

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WORK EXPERIENCE CONTINUED

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 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.

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, 3DS Max, 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

Responsible for all animation