RON FRIEDMAN
Character Animator
C: (805) 868-0780
E: toonron@gmail.com
W: www.toonron.com

Studio Employment

(May 2015-present) *Lucasfilm Games/Disney Interactive*   San Jose, California

Lead Animator
Responsibilities include creation of animation assets and department
management and supervision on "Star Wars: Rivals".

(July 2014-May 2015) *Learniverse, Inc.*   Portsmouth, New Hampshire

Lead Animator
Responsibilities include creation of animation assets for various projects,
including an instructional series for schools on the subject of physics.

(January 2013-July 2014) *HitPoint Studios*   Amherst, Massachusetts

Lead Animator
Responsibilities include managing and scheduling the animation team, casting
scenes, reviewing scenes for approval, rigging characters, establishing and
maintaining the animation pipeline and incorporation of animation into the game
as well as creating my own workload of animation assets for various projects,
including the Disney Fairies series for Windows 8.

(June 2009-November 2012) *Tencent Boston/Stomp Games*   Concord, Massachusetts

Senior/Lead Animator – FX Artist
Responsibilities have included managing and scheduling a team of four
animators, casting scenes, reviewing scenes for approval, directing outsourced
animation assets, establishing and maintaining the animation pipeline and
incorporation of animation into the game as well as creating my own workload of
animation assets for Player, Enemies and other NPC characters. I have also been
responsible for creating both animation and FX for characters in the game Robot
Rising.

(March 2008-March 2009) *NCSoft Corp.*   Mountain View, California

Senior Animator
Senior Animator for the PC MMO game "City Of Heroes". Responsibilities
include animation of assets for both Player and NPC assets as well as
programming sequencers to incorporate the animation into the game.

(September 2007-February 2008) *Namco Bandai Games America*   Santa Clara, CA.

Animation Director
Animation Director for the Xbox360 title "Afro Samurai". Responsibilities
include casting shots to other animators on the project, animation of assets for
both in-game and cinematic sequences, reviewing scenes for approval prior to
being shown to the Game Director, and overall management and scheduling of
the entire animation department for the project.

(March 2005-September 2007) *Café FX*   Santa Maria, CA.

Animation Supervisor / **Senior Character Animator**
Animation Supervisor on various digital-doubles and creatures for feature-film
visual effects. Responsibilities include casting shots to other animators on the
project, reviewing scenes for approval prior to being shown to VFX Supervisor,
and overall management of the entire animation department for the project.
Animation Supervisor on "Pan's Labyrinth", "Coca-Cola" and "Lucifer". Senior
Animator on "Snakes On A Plane", "Evan Almighty", "The Kite Runner" and
Frank Darabont's "The Mist".

(Dec 2004-March 2005) *Liquid Development*   Portland, OR.

CG Character Animator
CG Character Animator working remotely creating in-game character assets for
Sony's Everquest Expansion.

(Sept 2004-Dec 2004) *ReelFX Studios*   Dallas, TX.

CG Character Animator
CG Character Animator working remotely on the DVD feature "Action Man" for
Hasbro.

(June 2004-Sept 2004) *Electronic Arts*   Redwood City, CA.

CG Character Animator
CG Character Animator on pre-rendered hi-res cinematic for EA game title based
on Francis Ford Coppola's "The Godfather". Also provided motion capture
performance for secondary characters.

(Jan 2004-June 2004) *Industrial Light & Magic*   San Rafael, CA.

CG Character Animator
CG Character Animator on various digital-doubles and creatures for Universal
Pictures' "Van Helsing". CG Character Animator on digital baby and
snakes for DreamWorks Pictures' "Lemony Snicket's 'A Series of Unfortunate
Events'". CG Character Animator on proof-of-concept animations of werewolf
movement and behavior for Dreamworks Pictures' "The Talisman".

(April 2003-Dec 2003) *Creative Capers Entertainment*   Glendale, CA.

Lead Character Animator
Lead CG Character Animator on various characters for AOL/Time Warner AIM
Superbuddy project. Also provided voice-overs for select characters.

(Feb 2002-Mar 2003) *Phantagram Entertainment*   Glendale, CA.

Character Animator
CG Character Animator on cinematic sequences for Phantagram Games titles
including "Kingdom Under Fire II" and "Shining Lore", as well as for
development projects for games and television.

(Oct 2001-Feb 2002) *Threshold Digital Research Labs* Santa Monica, CA.
Character Animator
CG Character Animator for the stereoscopic 3-D CG film "Hershey's Really Big
3D Show" for Hershey's Chocolate World in Hershey, PA.

(Aug 1994-Oct 2001) *Creative Capers Entertainment*   Glendale, CA.
> **Animation Director**
>   Animation Director and Lead Animator for "Adam Blaster" ("Intergalactic
>   Bounty Hunter") for Pan Interactive (created 98% of all character animation for
>   both in-game assets and cinematics); Animator and Supervising Animator for
>   Lead Characters on various titles working in both 2-D traditional and 3-D CGI
>   mediums. Also provided voice-overs for in-house development projects.

(Oct 1993-Aug 94) *Rich Animation Studios*   Burbank, CA.
> **Key Assistant Clean-Up Animation**
>   Clean-up Animation in the animated feature "The Swan Princess".Also provided
>   live-action reference for Prince Derek in select scenes.

(Sept 1992-Oct 93) *Hollywood Cartoon Company*   North Hollywood, CA.
> **Character Animator**
>   Animator and Rough Asst Animator for Turner's feature "The Pagemaster".

Software Experience

Previous experience working in **Maya, XSI**, **Lightwave**, and **3D Studio Max**, **Blender**, and **Character Studio**. I am also proficient in the **Unity** game engine as well as **Adobe Photoshop**, **Premiere Pro**, **After Effects** and **Encore**.

Teaching Employment and Lecturing credits

(Jan 2015-May 2015) *Harvard University Extension*   Cambridge, MA.
> **Adjunct Professor - Animation**
>   Teaching an "Introduction to 3D Animation using Autodesk Maya" course. A
>   "Character Animation for Videogames" course is scheduled to be added shortly.

(Jan 2015- May 2015) *Mount Ida College*   Newton, MA.
> **Adjunct Professor - Animation**
>   Teach three separate 3D Character Animation courses for the Bachelor of
>   Science program in the college's School of Design.

(Jan 2012- May 2015) *New England Institute of Art*   Brookline, MA.
> **Adjunct Professor - Animation**
>   Teaching various disciplines for students in the Bachelor of Science program for
>   both Media Arts & Animation as well as Game Art & Design.

(June 2013- May 2015) *Digital Tutors*   Oklahoma City, OK.
> **Tutorial Instructor**
>   I am an ongoing instructor creating tutorial videos on the subject of 2D and 3D
>   Character Animation and other disciplines and software for the website
>   DigitalTutors.com

(Sept 2011-Present) *Toonimations.com*
> **Owner / Animation Instructor**
>   Teach 3D Character Animation through live one-on-one video conference
>   sessions with students both here in the U.S. and in foreign countries.

(Oct 2013-Nov 2013) *Worcester Polytechnic Institute* Worcester, MA.
Animation Master Class Instructor
Taught a three-week Animation Master Class on Combat Animation for videogames with a focus on solid movement, weight, and timing.

(Feb 2011-Aug 2013) *Boston University Center For Digital Imaging Arts* Waltham, MA.
Animation Instructor
Teach character animation classes as well as other disciplines two nights a week and every other Saturday on a recurrent basis to students in the part-time program.

(Mar 2011) *PAX East 2011 Expo* Boston, MA.
Panelist
One of four panelists discussing animation for the videogame industry.

(Sept 2010) *Boston University - Center For Digital Imaging Arts* Waltham, MA.
Keynote Speaker
Was the featured keynote speaker at the Summer 2010 graduation ceremony of Boston University's school for computer graphics.

(Apr 2010) *IGDA Boston PostMortem – Animation for Games* Boston, MA.
Panelist
One of three panelists discussing animation for the videogame industry in the Massachusetts area.

(Jan 2010) *Boston University - Center For Digital Imaging Arts* Waltham, MA.
Featured Speaker
Presented a lecture on 3D Character Animation on behalf of Boston University's school for computer graphics.

(March 2007) *San Luis Obispo International Film Festival* San Luis Obispo, CA.
Featured Speaker
Presented a lecture regarding CafeFX's involvement in the creation of Visual Effects for the film "Pan's Labyrinth".

(March 2002) *Game Developers Conference* 2002 San Jose, CA.
Featured Lecturer
Presented a lecture entitled "Character Animation for Videogames" discussing the implementation of traditional animation techniques for use in character assets and cinematic cutscenes.

(Dec 2000 – Dec 2001) *Art Center College of Design* Pasadena, CA.
Independent Faculty Member
Acting Instructor of Animation. Responsibilities also include reviewing and grading of work submitted by student towards their final grade for the class.

(Sept 2001 – May 2002) *Arts Commission of the City of Glendale* Glendale, CA.
Committee Member
Member of the Animation Education/ Museum committee to promote the art and appreciation of animation.

(Mar 2000-Mar 2001) *Academy of Interactive Arts & Sciences* Los Angeles, CA.
Panel Leader/Panel Member
Lead the Art Direction and Animation panels for the 2001 Interactive Achievement Awards held at the Electronic Entertainment Expo in L.A. Served on Panel in 2000.

(April 1999) *ASIFA Hollywood Animation Expo '99* Glendale, CA.
Panel Member
Spoke on the panel for the Animation in Videogames workshop.

(May 1996) *Creative Capers Colorado* Georgetown, CO.
Animation Course Instructor
Taught animation course to students selected from Colorado Institute of Art and Rocky Mountain College of Art & Design. Curriculum included basic Animation and Clean-up Animation as well as Character Posing and Timing Techniques.

I have also appeared as a Guest Speaker and Lecturer for SIGGRAPH and other computer arts organizations and at various Elementary and Junior High schools for discussions regarding working in the animation industry.

Group Affiliations

Former Member of Motion Picture Screen Cartoonists Local 839

Former Charter Member of the Academy of Interactive Arts & Sciences

Former Member of Screen Actors Guild

Former Member of I.A.T.S.E. Local 16