

CJ Sarachene

Character Animator

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(661)312-4567

Character Animator with 20 years experience in the professional animation industry. Involved in development, mentoring and educating. Experience in Feature Film, Games and TV industries.

Proficient in Maya, Softimage, Photoshop, Illustrator, After Effects, Final Cut Pro.

EXPERIENCE

- 2013 - present **Tau Films** Los Angeles, CA
Animation Director – Film Various CG Ride Film Projects
- 2013 **Blur Studio** Venice, CA
Animator – Games *Elder Scrolls 2 Game Cinematic*
➤ Character Keyframe and Mocap fixes using Softimage
- 2003 – 2013 **Rhythm & Hues Studios** Los Angeles, CA
Animation Supervisor - Film International Training
➤ Education Mentor and Teacher for new hires and interns
➤ Responsible for Developing and Organizing Curriculum and Conducting Advanced Animation Training for International Animation Teams
Animation Supervisor - Film *Hop, Land of the Lost*
Animation Lead - Film *Yogi Bear, Alvin & the Chipmunks 1&2, Evan Almighty, Night at the Museum, Garfield 2*
Animator – Film *Chronicles of Narnia, Elektra, Garfield: the Movie*
➤ Additional Projects: **TV** *Digital Max/ Cox Cable*
- 2003 **Pandemic Studios** Santa Monica, CA
Character Animator - Games *Star Wars Battlefront*
➤ Duties include character setup and character animation using *Softimage XSI*.
- 2001 **College of the Canyons** Valencia, CA
➤ **Professor** – *Animation using Maya*
- 2001 – 2002 **Tremor Entertainment** Burbank, CA
Character Animator - Games
➤ Duties included character setup and character animation using *3D Studio Max*
- 1999 – 2000 **Foundation Imaging** Valencia, CA
Character Animator - TV
➤ CG Animator on 3D Television project *Starship Troopers using Lightwave*.
- 1995 – 1999 **Creative Capers Entertainment, Inc.** Glendale, CA
Animation Director/Character Animator - Games, Feature Film, TV
➤ Directed and Animated (2D & 3D) Film & CDROM Projects.
➤ Feature projects include: *The Tigger Movie, 101 Dalmatians Movie, and Mr.Magoo Movie Title Sequence*.
➤ Experience in *Maya* and *3D StudioMax/Character Studio*