

James Maloney **Animator**

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Work Experience:

- **Cinesite, Character Animator**, February 2016 - Present, I've worked on feature animations such as: "Charming," "Gnome Alone," "The Star," "Dog Gone Trouble," "Sgt. Stubby," "Riverdance," "Paws of Fury: The Legend of Hank" (Blazing Samurai) and currently "HitPig"
- **Blizzard Entertainment, Cinematic Animator**, May 2014 - February 2016, I've worked on cinematics for three of the companies IP's: Overwatch, World of Warcraft, and Starcraft.
- **Allied Health Media, Contract Animator**, February 2013 - May 2014, Worked on sets of character animations for a Speech Pathology training application.
- **LogicJuncion, Animator**, August 2010 - January 2013, Worked on character animation projects for clients such as: Cleveland Clinic, Fresenius Kabi, Speech Pathology & Case Nursing. I was the project manager on a large training application for Fresenius Kabi.

Education:

- **lanimate.net Advanced Character Animation Training**, Present, completed workshops 1-6 in the feature animation section of the program.
- **Bowling Green State University**, May 2005 - May 2009, Bowling Green, Ohio, Bachelor of Fine Arts in Digital Arts
- **Character Animation Masterclass**, April 2007, two day masterclass taught by Andrew Gordon, veteran Pixar animator. Topics covered include staging, weight and physicality, walks, acting and gestures, planning, facial animation and polish.

Leadership:

- **BGSU SIGGRAPH Chapter**, August 2007-May 2009, President, Vice-President—Raised thousands of dollars to bring in esteemed visiting artists and professionals such as: Hunter Grant, animator at Blizzard, Aaron Halifax, animator at Valve Software and Michael Fukushima, a producer from Canada's National Film Board. Organized numerous workshops on sculpting, drawing, character design, Adobe Photoshop and After Effects.
- **SIGGRAPH Student Volunteer**, 2008, 2009

Awards:

- **Game Jam Award**, August 2009, an event held by SIGGRAPH where I collaborated with a group of selected participants to create a game in 24 hours. I designed, modeled, rigged, textured and animated a character for the game and was awarded the "Funniest Character Award."
- **Crème of The Crop Award**, 2006, 2008, an award given to pieces in Bowling Green State University Undergrad Show. My piece was chosen amongst selected others and hung in the school's student union for a year.
- **James. E. Stronge Award**, 2007, an award received in category of Digital Arts at the Bowling Green State University undergrad show.
- **Junior Talent Award**, 2006, an award given to a select few in each department of the Fine Arts school at Bowling Green State University.

