

# ANGIE JONES

Animator | Educator | Consultant | Artist



## EXPERIENCE

### Animator/Lead/Director FREELANCE

May 1994 - PRESENT

- Twenty three years experience creating performance animation in CG
- Creative and management roles in animation production
- Work in commercials, feature, video games, music videos, ride films and AI
- Specialty in character/creature motion development
- Work includes Oscar-winning films, two Clios, and one VES award.

### Animation Director

- Managed ~ 40 artists in production on multiple projects
- Work with Director/Agency/Client to create vision for the show
- Assisted in bidding, schedules and oversaw high profile projects
- Advised on design of workflow, pipeline and infrastructure
- Experience working with outsourcing teams

### Animation Lead

- Lead teams of ~ 12 artists in production on multiple projects
- Identified workflow improvements and created tools to assist
- Manage, mentor, and assess quality of key-frame animation
- Advised on shot assignments to play up strengths of artists

### Animator

- Effectively tell the story in a meaningful way through acting and movement
- Plan shots with an understanding of story/character context
- Clearly show performance ideas in animation dailies
- Create movement for cartoony and photo realistic characters/creatures
- Implement changes and finish shots in accordance with production schedule

### Assistant Professor of Practice

<http://anim.usc.edu>

AUGUST 2011 - PRESENT

- Full-time Professor 2013-Present | 3/3 Load
- Adjunct Faculty from 2011-2013 | 2/2 Load
- Actively participate in departmental and university-wide committee work that includes curriculum development, student advising, and community service.

#### Classes Taught:

- CTAN102 Introduction to the Art of Movement
- CTAN 330 Animation Fundamentals
- CTAN 305 Professionalism of Animation
- CTAN 401A & B Senior Project
- CTAN 450B Animation Theory and Techniques
- CTAN 496 Directed Studies
- CTAN 522 Animation Department Seminar
- CTAN 547 Animation Production I
- CTAN 593 Directed Studies in Animation
- CTAN 549A & B Graduate Thesis Advisor

#### Classes Developed and Taught:

- CTAN 202 Advanced Animation Techniques
- CTAN 301 Introduction to Digital Animation
- CTAN 301L 3D Character Performance Animation
- CTAN 302 Introduction to 3D Computer and Character Animation
- CTAN 563 Advanced Computer Animation

#### Committee Responsibilities Include:

- Faculty Advisor Concept Art Club, SCA, USC
- Faculty Advisor Painting Landscape Club, SCA, USC
- USC ACM Siggraph Speaker
- SCA Curriculum Committee

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Los Angeles, CA 90031

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## WHO AM I?

Exceptionally driven leader/educator with extensive technical and creative production experience seeking management role in animation. my film and commercial work include Oscar-winning films, two Clios, and one VES award.

## EDUCATION

### MFA: PAINTING

Laguna College of Art + Design  
Laguna Beach, CA

### BFA: ELECTRONIC ARTS

Atlanta College of Art  
Atlanta, GA

2015

1994

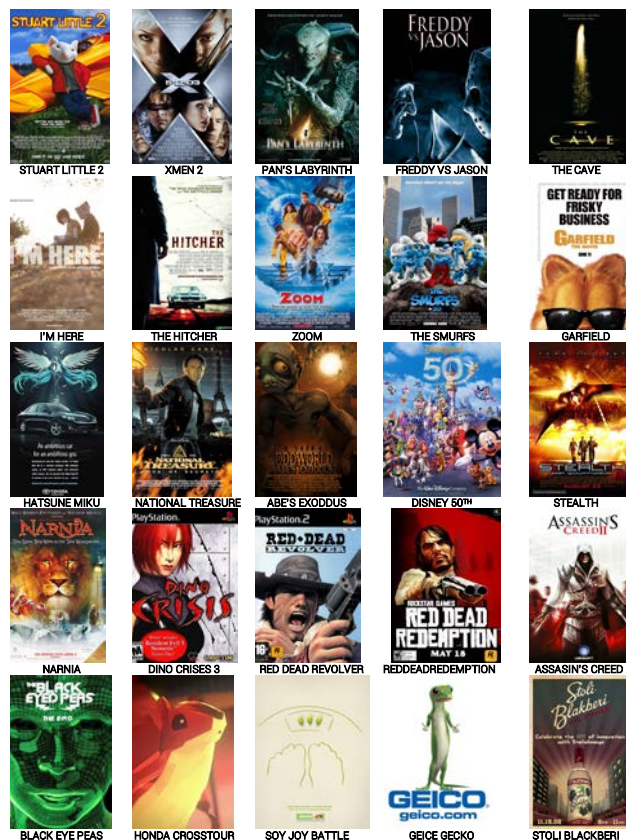
## AUTHOR - TEXTS & PUBLICATIONS

- Thinking Animation: Bridging the Gap
- The 3D Max R3 Professional Animation Book
- Inside 3D Studio Max R2 Vol. III
- Participation Perception: Painting Thesis

## INSTRUCTION & SPEAKING ENGAGEMENTS

- 2012 - Instructor @ iAnimate – Facial/Body Mechanics
- 2011 – Instructor @ Gnomon – Creature & Character
- 2007-09 – Advisory Board at LA Film School
- 2006-09 – Speaker @ Gnomon – Career Strategies
- 2006 – Speaker @ Disney Features – 2D and CG
- 2003 – Speaker @ Comicon – Believable Characters
- 2003 – Speaker @ LA Siggraph Chapter - Job Survival
- 2002 – Speaker @ VES – Your Career Support Team
- 2000 – Instructor @ Dhima Inst. Character Animation
- 1999 – Speaker @ GDC – Facial Systems

## CREDIT HIGHLIGHTS



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## EXPERIENCE

### Consulting

#### FREELANCE

May 2002 - 2010

Everyone needs a little help with the challenges that production brings and the tools artists use. I have consulted on pipeline structures for feature films with Disney, Motion Theory, Angel Studios, Zoic Studios, Image Metrics, Institute for Creative Technologies at USC and Side Effects Software.

#### USC-INSTITUTE OF CREATIVE TECH – 8 months 2010

- Animation Lead/Consultant at USC-ICT with the Virtual Human Group
- Art direction of new characters
- Guidance with character animation pipeline from modeling, rigging and animation
- Creative documentation on implementing AI facial poses for avatars
- Preemptive consults on how to avoid common pitfalls in creating characters in CG
- Raise the bar on all animation through dailies and working with animators

#### IMAGEMETRICS – 8 months 2009

- Animation Director/Consultant at Imagemetrics
- Rebuilt the floor from the ground up with short and long term goals in mind
- Oversee, recruit and lead ~40 artists on 12-20 projects each month
- Projects including film, games and commercials using Maya, Max, XSI, and Houdini
- Set the bar for art direction ensuring clients creative vision and direction are met.
- Designed studio's creative approval process including expression sheets, style guides, dailies and mentoring structures
- Create new methods of training on facial animation
- Assist with rig reviews and technical pitfalls
- Assist with business development, business marketing, tech product marketing, advising on more artist friendly tech, and new market strategies

#### ZOIC – 4 Months 2009

- Consultant and Lead at Zoic Studios
- Charged with building the new and improved character animation pipe for all shows

#### SIDE EFFECTS SOFTWARE – 5 months 2007

- Character Specialist at Side Effects Software - for the ver. 9 release.- Houdini 9
- Refine and present the new user friendly UI for next Siggraph
- Refine and present the new character tool set for next Siggraph

#### SIDE EFFECTS SOFTWARE – 5 months 2007

- Analyzed Maya and 3D Studio Max pipeline for Gnomeo and Juliette film production
- Consultation report on the benefits and pitfalls of each pipeline to Neil Eskuri

## DAY IN THE LIFE

### Production

Align goals, schedule, budget and workload with talent and resources at studios. Same for the academic structure at USC. Maintain professional development through exhibitions, panel discussions, and academic written discourse.

### Mentoring

Strive to create an environment for learning and training that is organic and adapts to student's/artist's needs working in production/academia.

### Problem Solving

Technical troubleshooting and ideation. Every shot for animation production poses a new set of creative obstacles to overcome.

### Program Development

Consulting on various production in animation including Features, Commercials, Software Design, Production and AI. Developing unique curriculum for my classes at USC and assistance/consultations with the overall curriculum for both undergrad and grad programs.

### Teaching/Communication

Teaching a 3/3 load (3 studio classes/3 lecture classes /semester), participate in departmental and curriculum development.

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## INTERVIEWS & PRESS

### Animation Features

- iAnimate
- 3D Ark
- The Scratchpost
- Women In Animation
- Cartoon Brew
- AWN
- CGW
- Frederator
- Animation Mentor

### Fine Art Features

- Apartment Therapy
- Wall Street Journal
- LA Weekly
- Platinum Cheese
- Quiet Lunch
- For Example
- Artist A Day
- Palette Pages
- Verböten
- Examiner

## PHILOSOPHY

"Tell me and I forget. Show me and I remember.  
Involve me and I understand." – Chinese Proverb

## PASSIONS & INTERESTS

I completed my MFA in painting at Laguna College of Art + Design in 2015 and my fine art works/films can be found in private collections in New York, London, Paris, Los Angeles, Mexico City and other cities around the world.

I am currently working on a twenty-foot public art sculpture based on a model I built in Maya to be fabricated from plexiglass.

I am learning HeavyM software to improve my skills in creating unique imagery for projection mapping.

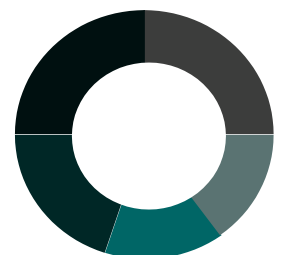
Very Interested in New Media – AR / VR/ MR

## TOOLS

- Maya
- .mel/python
- Nuke
- Houdini
- Photoshop
- Heavy M
- Advanced HTML and PHP
- Shotgun
- Slack
- Excel, Word
- Google Docs
- Prezi

## DAY IN THE LIFE

**Production 25%**  
**Mentoring 25%**  
**Problem Solving 20%**  
**Program Development 15%**  
**Teaching & Communication 15%**



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## ■ CREDITS

### • FILM CREDITS

2011 SMURFS MOVIE – Senior Animator	2005 THE CAVE – Lead Animator
2011 PRE-VIZ - SMURF'S MOVIE - Senior Animator	2005 CHRONICLES OF NARNIA - Senior Animator
2010 I'M HERE - Senior Animator	2003 FREDDY VS JASON – Lead Animator
2007 NATIONAL TREASURE 2 - Senior Animator	2004 NATIONAL TREASURE - Senior Animator
2007 THE HITCHER - Senior Animator	2004 GARFIELD - Character Animator
2006 ZOOM: RETURN OF ZOOM - Senior Animator	2004 SCOOBY DOO 2 – Character Animator
2006 PAN'S LABYRINTH - Senior Animator	2003 XMEN 2 – Lead Animator
2005 STEALTH - Senior Animator	2002 STUART LITTLE 2 - Character Animator

### • COMMERCIAL CREDITS

2011 HATSUNE MIKU - TOYOTA - Senior Animator  
2010 US CELLULAR- Senior Animator  
2010 MS SHINY- Senior Animator  
2009 SQUIRREL HONDA- Senior Animator  
2008 BATTLE OF THE BEANS - SOY JOY'- Lead Animator  
2008 SUNDAY DRIVE - T-MOBILE- Senior Animator  
2008 STOLI BLAKBERI - Lead Animator  
2007 POPSICLE SPOTS - 3 SPOTS – Lead Animator  
2004-2006 DISNEY'S 50TH - 5 SPOTS – Animation Supervisor  
2006 ASPEN CHRYSLER SPOT- Senior Animator

### • TELEVISION CREDITS

2010 SKITTER PITCH - Lead Animator  
2008 FRINGE - Lead Animator  
2006 SKRUMPS - Lead Animator  
1995 REALITY CHECK – Character Animator

### • VIDEO GAME CREDITS

2009 ASSASSIN'S CREED 2– Animation Director/Facial	2000 SMUGGLER'S RUN 2: HT - Lead Animator
2009 ARMY OF 2: 40TH DAY– Animation Director/Facial	2000 MIDNIGHT CLUB 2 - Lead Animator
2009 BLUR – Animation Director/Facial	2000 TRW SURF - Lead Animator
2009 GOD OF WAR III – Animation Director/Facial	1998-2000
2009 RED DEAD REDEMPTION– Anim Director/Facial	ODDWORLD:
2002 POWER PUFF GIRLS - Lead Animator	ABE'S EXODDUS – Character Animator
2010 UCS-ICT BILLFORD - Lead Animator	MUNCH'S ODDYSEE – Character Animator
2000 DINO CRISES 3 - Lead Animator	1995-1998
2000 ONI 2 - Lead Animator	(25) PS GAMES FOR K-12 SCHOOL SYSTEM –
2000 RED DEAD REVOLVER - Lead Animator	Character Animator

### • CONSULTANT CREDITS

2010 USC – ICT – Consultant/Pipeline and Production  
2009 IMAGEMETRICS – Consultant/Pipeline and Production  
2009 ZOIC– Consultant/Pipeline and Production  
2007 SIDE EFFECTS SOFTWARE – Consultant/Char Specialist  
2002 DISNEY FEATURES – Consultant/Pipeline and Production