

ANGIE JONES - CHARACTER ANIMATOR / SUPERVISOR
Email: angie@spicycricket.com Website <http://www.spicycricket.com>



EXPERIENCE:

2010

SONY PICTURES IMAGEWORKS - **Smurfs** – Senior Character Animator
BUCK LA - Scrabble Spot – Senior Character Animator
USC INSTITUTE FOR CREATIVE TECHNOLOGIES - **Animation Consultant/Character Specialist**
ENTITY FX **Animated pitch for TV show** – Senior Character Animator
CREATIVE CAPERS **Animated pitch for TV show** – Senior Character Animator
IMAGINARY FORCES **“Rocky Road” and “Cookie Dough” Breyers spots** – Senior Character Animator
MADE IN HAUS **Microsoft Interactive “Shiny” spot** – Senior Character Animator
A52/ELASTIC **“Squirrel” Honda Cross tour” super bowl spot** – Senior Character Animator
METHOD STUDIOS **“I’m Here” Spike Jonze short film** – Character Animator
THIRD FLOOR **Smurfs Movie and Olympic Commercial Previz** - Character Animator

2009

STARDUST **“HP Laser Printer Spot”** – Character Animator
IMAGE METRICS **Animation Supervisor for over a 30 animators on multiple projects (refer to projects list)**
ZOIC STUDIOS **“Fringe, KillZone2”** – Animation Supervisor

2008

BRAND NEW SCHOOL **“Battle of the Beans/Soy Joy Bar”** – Animation Lead
AMALGAMATED PIXELS **“Ride Film For China”** – Animation Lead
ENGINE ROOM FX/DESIGN **“BDA Awards Opening”** – Animation Lead
PSYOP - LA **“Stoli Commercial”** – Animation Lead

2007

MOTION THEORY **“Nike and Verizon Spots, Adele Music Video”** – Animation Supervisor
ASYLUM FX **“National Treasure 2”** – Digital Animator
SESI **“Houdini Character Toolset for Version 9”** – Character Animation Specialist
SEA LEVEL **“3 Popsicle Spots”** – Lead Character Animator

2005 / 2006

JIM HENSON STUDIOS **“Skrumps”** - Character Animator
DIGITAL DOMAIN – Character Animator and Animation Supervisor
(01) “Disney 50th Homecoming” - Character Animator
(02) “Disney 50th Magic Box” - Animation Supervisor
(03) “Disney 50th Wish” - Animation Supervisor
(04) “Disney 50th Toon Takeover” - Anim Supervisor
(05) “Disney 50th Characters in the Park” - Anim Sup
(06) “Coca-Cola Drops Spot” - Character Animator
(07) “RealEstate.com Spot” - Character Animator
CAFÉ FX **“Pan’s Labyrinth”** - Character Animator
(08) “Yahoo/Earthlink Spot - Char Animator
(09) “Stealth” - FX Animator
(10) “Zoom” - Character Animator
(11) “ACB Listerine” – Character Animator
(12) “Aspen Chrysler Spot” – Anim Supervisor
(13) “The Hitcher” – Character Animator
(14) “Amp Energy Drink” – Animation Supervisor

2004

LUMA PICTURES **“The Cave”** - Lead Character Animator
ASYLUM FX - Character Animator
(1) “National Treasure”
(2) “Nintendo Game Boy Commercial”



2003

[RHYTHM AND HUES](#) - Senior Character Animator

(1) *"Lion Witch and the Wardrobe Pitch"*

(2) *"Scooby Doo 2"*

(3) *"Garfield"*

(4) *"Geico Gecko Spots"*

[CINESITE](#) - Character Animator and Lead Character Animator

(1) *"XMEN 2"* - Character Animator

(2) *"Freddy VS Jason"* – Lead Character Animator

2002

[DISNEY FEATURE ANIMATION](#) - Animation/CG Pipeline Consultant

"Gnomeo and Juliette"

[DUCK SOUP PRODUCTIONS](#) - Character Animator

"Kid's Cuisine Commercial"

[COLORADOFX](#) - Character Animator

"Smart & Final Commercial Spots"

[MYACTIVEDRIVEWAY/BBDO](#) - Character Animator

"Tup International Animated Pitch"

[SUPER 78/CARTOON NETWORK](#) - Lead Character Animator

"Power Puff Girls Video Game Cinematics"

2001

[SONY PICTURES IMAGEWORKS](#) - Character Animator

"Stuart Little 2"

2000

[ANGEL STUDIOS](#) - Lead Artist with CAPCOM Japan

(1) *"Oni II"*

(2) *"Dino Crises III"*

(3) *"Red Dead Revolver"*

(4) *"TRW Surf Video Games"*

1998-2000

[ODDWORLD INHABITANTS](#) - Character Animator

(1) *"Abe's Exoddus Video Game Cinematics"*

(2) *"Munch's Oddysee Video Game Cinematics"*

1995-1998

[THE LIGHTSPAN PARTNERSHIP](#) - Character Animator

"25 PSX Children's Educational Video Games / k-6" titles upon request

1994-1995

[MINDFLEX \(Now Tanner Mark\)](#) – 2D/3D Animator

[ALAN STECKER VIDEO](#) - 3D Artist

[BIG MOUTH POST](#)- 3D Artist

[COCA-COLA USA](#) - Graphic Designer

**TECHNICAL WRITINGS, INSTRUCTION & SPEAKING ENGAGEMENTS:**

**Instructor at Gnomon – Creature & Character Animation Courses	Los Angeles, CA	Jan-Aug, 2010
**Member of Accreditation Advisory Board at LA Film School	Los Angeles, CA	April, 2007-09
**Speaker at Gnomon - Career Strategies	Los Angeles, CA	Jan, 2007-08
**Speaker at Disney Features – Bridging the Gap/ 2D and CG	Los Angeles, CA	July, 2006
**Author of Thinking Animation – Bridging the Gap/ 2D and CG	Los Angeles, CA	June, 2006
**Speaker at Comicon - Creating Believable Characters - Panel	Los Angeles, CA	August, 2003
**Speaker at LA Siggraph Chapter Meeting - Panel Job Survival	Santa Monica, CA	March 2003
**Speaker at VES - Your Career Support Team - Panel Job Survival	Los Angeles, CA	February, 2003
**Instructor at Dhima Inst. Character Animation – Char Animation	Los Angeles, CA	July, 2002
**Author of the 3D Studio Max R3 Professional Animation Book	Los Angeles, CA	February, 2000
**Speaker at Game Developer's Conference – Facial Systems	San Francisco, CA	March, 1999
**Co-author with George Maestri Inside 3D Studio Max R2 Vol. III	Los Angeles, CA	June, 1998

CONSULTING:

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.

In addition to character animation, my strengths include:

- leadership, mentoring and building/staffing of animation teams
- pipeline consulting, internal file systems and structures, pipeline and cg tool design
- organization of shows - film, game television and commercial
- creative development, pitches, and original content
- pre-visualization and early development of motion and character personalities

EDUCATION: I firmly believe education does not stop when you graduate and it's our own responsibility to refine, explore and improve your skills on your own time.

2010	Laguna College of Art and Design	M.F.A. Painting – Mentor: Kent Williams/Grad 2013
2009	LA Figurative Art Academy	Head Drawing – Nathan Fowkes
2008	American Animation Institute	Animation Guild Life Drawing – Karl Gnass
2007-2008	Kline Art Academy	Foundations in Classical Painting – Cheryl Kline
2007	LA Figurative Art Academy	Academic Gesture Drawing
2004	Bang Improv Studio	Improv Classes 1-4 and Master class
2003	Rhythm and Hues	Life/Animal Drawing – Glen Vilupu
2001	Sony Pictures	Life Drawing for Animators - Karl Gnass
2000	Ed Hooks Acting and Improv	Acting for Animators
1990-1994	Atlanta College of Art	B.F.A. Presidential Scholar – Electronic Arts/ Drawing

Links:**Linked in Profile**

<http://www.linkedin.com/in/spicycricket>

Website

<http://www.spicycricket.com>

Thinking Animation Book on Amazon

<http://www.amazon.com/gp/product/1598632604/sr=8-1/qid=1145857617/103-9533488-1684646>

Thinking Animation Website:

<http://www.thinkinganimation.com>

Animation Blog:

<http://thinkinganimationbook.blogspot.com/>

Online Reel

<http://www.spicycricket.com/demo.php>

Online Resume

<http://www.spicycricket.com/resume.php>

Fine Art Website

<http://stixandjones.com/>