



EXPERIENCE:

2010

[USC INSTITUTE FOR CREATIVE TECHNOLOGIES](#) - Animation Consultant/Character Specialist

[ENTITY FX](#) Animated pitch for tv show – Character Animator

[CREATIVE CAPERS](#) Animated pitch for tv show – Character Animator

[IMAGINARY FORCES](#) “Rocky Road” and “Cookie Dough” Breyers spots – Character Animator

[MADE IN HAUS](#) Microsoft Interactive “Shiny” spot – Character Animator

[A52/ELASTIC](#) “Squirrel” Honda Crosstour” superbowl spot – Animation Lead

[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

[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 50<sup>th</sup> Homecoming” - Character Animator

(02) “Disney 50<sup>th</sup> Magic Box” - Animation Supervisor

(03) “Disney 50<sup>th</sup> Wish” - Animation Supervisor

(04) “Disney 50<sup>th</sup> Toon Takeover” - Anim Supervisor

(05) “Disney 50<sup>th</sup> 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](#) - 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  
*"7up 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 \(Now TannerMark\)](#) – 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 <a href="#">LA Film School</a> – Creature Animation Course	Los Angeles, CA	January, 2010
**Member of Accreditation Advisory Board at <a href="#">LA Film School</a>	Los Angeles, CA	April, 2007-09
**Speaker at <a href="#">Gnomon</a> - Career Strategies	Los Angeles, CA	Jan, 2007-08
**Speaker at <a href="#">Disney Features</a> – Bridging the Gap/ 2D and CG	Los Angeles, CA	July, 2006
**Author of <a href="#">Thinking Animation</a> – Bridging the Gap/ 2D and CG	Los Angeles, CA	June, 2006
**Speaker at <a href="#">Comicon</a> - Creating Believable Characters - Panel	Los Angeles, CA	August, 2003
**Speaker at <a href="#">LA Siggraph Chapter Meeting</a> - Panel Job Survival	Santa Monica, CA	March 2003
**Speaker at <a href="#">VES</a> - Your Career Support Team - Panel Job Survival	Los Angeles, CA	February, 2003
**Instructor at <a href="#">Dhima Inst. Character Animation</a> – Char Animation	Los Angeles, CA	July, 2002
**Author of the <a href="#">3D Studio Max R3 Professional Animation Book</a>	Los Angeles, CA	February, 2000
**Speaker at <a href="#">Game Developer's Conference</a> – Facial Systems	San Francisco, CA	March, 1999
**Co-author with George Maestri <a href="#">Inside 3D Studio Max R2 Vol. III</a>	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 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 college and it's up to you to continue to refine, explore and improve your skills on your own time.**

2009	LA Figurative Art Academy	Head Drawing – Nathan Fowkes
2008	American Animation Institute	Animation Guild Life Drawing – Karl Gnass
2007-2008	Foundations in Classical Painting	Cheryl Kline – Kline Academy
2007	Academic Gesture Drawing	LA Academy of Figurative Art Atelier Session
2004	Bang Improv Studio Masterclass	Improv Classes 1-4 and Masterclass Hollywood, CA
2003	Glen Vilupu Life Drawing	Life/Animal Drawing/R & H
2001	Karl Gnass Life Drawing	Life Drawing for Animators/SPI
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/>