



TAMSEN BRYON

ANIMATION EXPERIENCE

June '09 - current

Freelance Animator

Clients: Easley-Dunn Animation, STP Productions

Remote freelance work creating animations for a children's TV pilot, Facebook and iPhone games, rendering sprites, setting up cameras, manipulating game art for backgrounds, rigging characters. (Maya 8.5, 2008, 2009, Photoshop)

Nov. '08 - Mar. '09

Character Animator, CBN Animation Studio

Remote work creating 3D character animations for a children's DVD series. Edited layout and camera moves. Assisted with troubleshooting various technical issues. (Maya 8.5)

Nov '07 - July '08

Character Animator, Electronic Arts, Redwood City, CA

Created character driven in-game shots for Sims 3, worked closely with designers and engineers to ensure that animations fulfilled design and time requirements, made and updated motion trees, used in-house technical tools to set-up and test animations for game. (Maya 8.5, proprietary tools)

June '07 - Sept '07

Junior Animator, Autumn Moon Entertainment, Petaluma, CA

Created in-game and cinematic sequences for "A Vampyre Story", and set up 2D backgrounds in shots. (Maya 7.0)

EDUCATION

Diploma in Advanced Studies in Character Animation, AnimationMentor.com
B.A., Studio Art, Minor in Psychology, C S U Hayward (3.9 GPA)
California Multiple Subject Teaching Credential, CalState Teach (4.0 GPA)

AWARDS

Animation Mentor, Jan 2007, Student Choice Award, Most Improved Student
Rotary Club, 2006 Educator of the Year

PREVIOUS JOBS

Teaching
Graphic Design/Web Design
Exercise Rider and Jockey

REFERENCES

References available on my LinkedIn page at
www.linkedin.com/in/tamsenbryon