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Andrion Becker

Animator

Skills

- Autodesk 3d Studio Max (7 years)
- Autodesk Maya (3 year)
- Adobe Photoshop (11 years)
- Adobe After Effects (3 years)
- Adobe Flash (10 years)
- Corel Painter (6 years)
- Drawing/Painting (26 years)
- Sculpture (13 years)

Experience

Rhythm & Hues | Los Angeles, CA | July 2008 – November 2008

Animation TD (Character Animator)

- Responsible for character animation on an upcoming feature film
- Responsible for attending dailies and implementing changes quickly
- Responsible for matching CG character to a provided live action plate
- Animated using proprietary Voodoo software running on a Linux platform
- Provided feedback on the rigs and offered suggestions for improvements

Digipen | Redmond, WA | Fall 2005 & Summer 2006

Animation Instructor & TA

- Taught students fundamentals of animation using 3d Studio Max
- Assisted classmates with technical issues using 3d Studio Max
- Performed troubleshooting on student projects
- Gave lessons covering 3DS Max

Microsoft | Redmond, WA | 2003

2D/3d Animation Intern

- Worked for Microsoft under Maki Productions on the Plasma project
- Created 2D and 3d assets to attract new clients to the MPSC
- Responsible for pitching ideas and carrying them through to completion in a team based environment

Education

Digipen | Redmond WA | 2003-2008

- BFA in production animation

Central Lakes College | Staples, MN | 2000-2001

- Studied graphic design for 2 years
- Currently enrolled in a BFA in production animation program

Awards

- Toyota Game Development Competition. 1st Place (\$20,000)
- Full ride scholarship from the McMillen Foundation